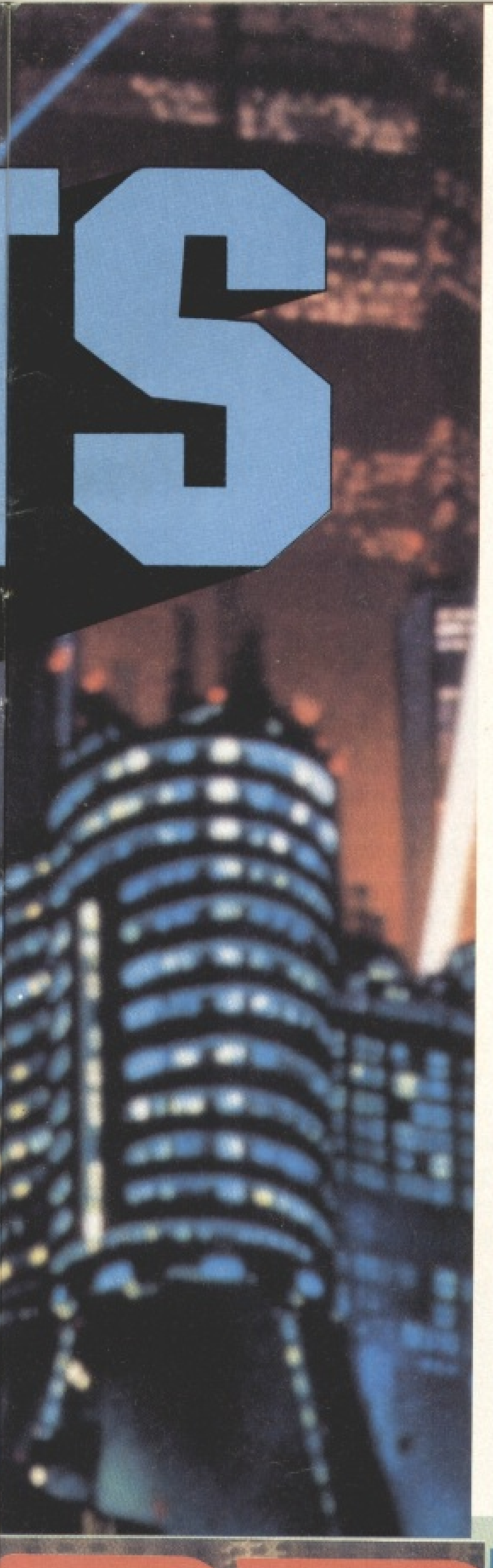

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CONTENT

MEAN MACHINES MARCH ISSUE SIX



PREVIEWS

GAMES REVIEWED

EDITOR
JULIAN "JAZ" RIGNALL
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MATTHEW "RAZ" REGAN
ILLUSTRATOR
GARY "GAZ" HARROD
AD MANAGER
MARTHA "MAZ" MOLOUGHNEY
PRODUCTION ASSISTANT
JO "GLEZ" GLEISSNER
PUBLISHER
GRAHAM "TAZ" TAYLOR
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COMPETITION RULES

Sad as though it may seem, no EMAP employees or their immediate kin may enter, but it's okay for everyone else apart from the Dwayne Minton mob of West Wormwood because they're a vile breed of human who should be eradicated from society. Whatever big Ed with the big 'ead says on competition matters goes, and no correspondence shall be entered into. So don't write and moan because it'll be all in vain.

FINALLY

Ah! The bit at the bottom. Or, if you will, the bottom bit. Which sounds rather rude, really, if you think about it. Anyway, it's time for another impossible competition. Remember that Gameboy that wasn't won the other month in our impossible film quotes competition? Well, it's back on offer. I want you to tell me the colour of the rugby shirt I'm wearing (it's Jaz writing this by the way). It's a "proper" shirt - ie, a real rugby team actually wears these colours - so guess away. The only rule is you're not allowed more impossible competition. Remember that Gameboy that wasn't won the other month in our impossible film quotes competition? Well, it's back on offer. I want you to tell me the colour of the rugby shirt I'm wearing (it's Jaz writing this by the way). It's a "proper" shirt - ie, a real rugby team actually wears these colours - so guess away. The only rule is you're not allowed more than one guess. Send your guess to: JAZZA'S AMAZING MULTICOLOURED RUGBY SHIRT, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The first person to guess the exact colours wins the Gameboy. Will anyone win? I doubt it...

SECRET REWARDS

The game I've been playing more than anything else recently is Super Mario Bros 4. And it's not because it's got extra special graphics or sound - by Super Famicom standards they're pretty average - it's the incredibly clever gameplay that makes it a winner.

There are so many hidden screens and bonuses, that even when you've finished the entire game you keep on going back to see whether you can find something else. And I think it's this aspect that is missing in many games - once you've finished them, there's no returning to them to try to discover if you've overlooked anything. Secret bonus points and screens really help enhance the game, and give the player something to look out for, rather than just dutifully run along the landscape.

Also, a decent end-game sequence is lacking in nearly all the computer games I've played. Most console games programmed in America or Japan have decent end-game screens, and I think it's very important indeed to have them - it gives you the incentive to finish the game and makes all the effort seem worth it. A classic example of an excellent end-game sequence is Super Mario Bros II - animated screens and special tunes make it seem like a spectacular occasion. On the other hand, at the end of the Sega version of Indiana Jones III you just get one crappy still picture with a "game over" message. Pathetic - hardly a reward for all the practice you need to put in to finish the game.

Super Mario 4 has a great end-game sequence, and you keep going back to finish it just so you can watch it. You aren't going to go back to a game that just says "congratulations: game over", are you?

So if you're designing a game, think about adding some secrets to give the game that extra bit of lasting appeal - and always leave enough memory for at least a couple of nice end-game screens...

THE INCREDIBLE SKIING CAT

Here's the coolest cat in town! Pepper lives with the Barnes family in Poole, Dorset and is a bit of a skiing fan, as you can see. She was in her element when it snowed recently, and was out on the pistes of Poole morning, noon and night. What a cat...

If you've got some funny pet photos, send them to us at MEAN MACHINES PECULIAR PET PICS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We'll print as many pictures as possible - so get snapping!

In fact, if you've got any funny photos of yourself, send them in to the above address. Here's your chance to get fame and fortune by getting your face printed in MEAN MACHINES!

MORE SUPER PICS

Andrew Jones of Manchester has sent in a great picture of the team in Mario World. Cheers Andrew! That gifted artist fellow, Jasvinder Bhui is also back again with another stunning picture - although we're wondering whether he means that once you start reading, nothing can stop you going to the toilet? Who knows - but it's an excellent picture, anyway. Finally we've got one from Robert Hicks of Hailsham in East Sussex, whose big and beefy android certainly put the wind up Gary Harrod! Thanks to everyone for sending in pics - let's have some more please.





PRIZE-WINNERS ROUND UP

Here's a list of Hotline competition winners. Issue Three's prize winners were as follows:

GAMEBOY
Alan Scott of Gloucester

MEGADRIVE
Daniel Mossop of Palmers Green, London

ATARI LYNX
Tom Haynes of Liverpool

£150.00 WORTH OF SOFTWARE
Chris Butcher of Blackpool

THREE GAMES
Brian Fairbank of Crawley, Sussex

Congratulations all round. As for Issue Four, the winners were as follows:

GAMEBOY
Stephen Cox of Wivenhoe, Essex

£150.00 WORTH OF SOFTWARE
David Richards of Newcastle

MEGADRIVE
Christopher Fallow of Swansea

THREE MEGADRIVE GAMES
Paul Devine of Warley, W Midlands

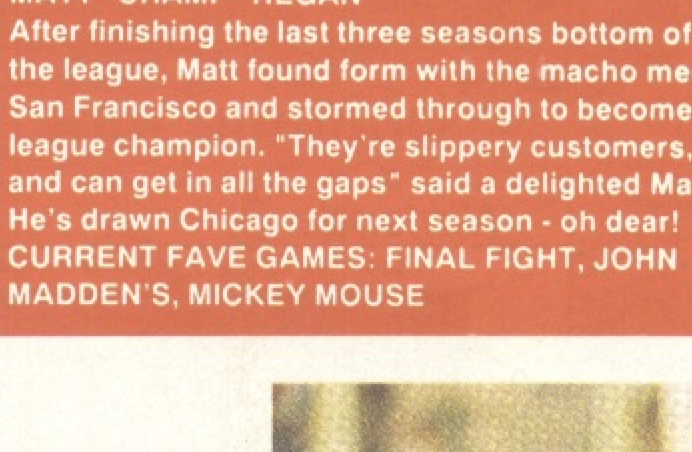
SUPER FAMICOM
Simon Hutchinson of Plymouth (the lucky swine)

Because of the problems in getting hold of Dai Ichi Consoles, we were unable to offer the full set of prizes for that comp. However at the last minute, those very lovely people at **PC Engine Supplies** of Stoke stepped in and provided a Super Famicom for the winner - Simon Hayes of Nottingham. Congratulations, matey, we hope you enjoy your fabulous new machine!

ONCE YOU START READING....

JULIAN "CRIPPY" RIGNALL
In the office John Madden League, two-times runner-up Jaz had his worst season ever, finishing bottom with Atlanta. "They're complete rubbish and I'm not playing with them again", moaned the so-called video game champ. "It's Cincinnati for me next season and I'm going to kick some ass". Yeah, yeah!
CURRENT FAVE GAMES: MARIO 4, JOHN MADDEN'S (BUT NOT WITH ATLANTA).





MATT "CHAMP" REGAN
After finishing the last three seasons bottom of the league, Matt found form with the macho men at San Francisco and stormed through to become league champion. "They're slippery customers, and can get in all the gaps" said a delighted Matt. He's drawn Chicago for next season - oh dear!
CURRENT FAVE GAMES: FINAL FIGHT, JOHN MADDEN'S, MICKEY MOUSE

OZ "DROP-OUT" BROWN
Oz was doing pretty well this season with Washington, until large amounts of work forced him out of the league. "I've just got too much to do", moaned MEAN MACHINES' art lad, "and yous guys are putting me under too much pressure". He's now off to join the local flower pressing league...
CURRENT FAVE GAMES: JOHN MADDEN'S, RINGSIDE ANGELS, THUNDERFORCE III





GARY "BUFFALO" HARROD
Two times champion Gary only managed to finish third this season with his chums from New England. "Their ball control was so sloppy I just couldn't have any fun", moaned Gaz, "next season I'm joining the hunky boys at Buffalo - everybody better watch their backs".
CURRENT FAVE GAMES: SMUGNESS II - THE ULTIMATE GLOAT

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Atari *Lynx*

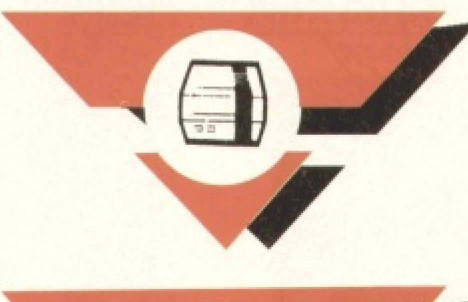
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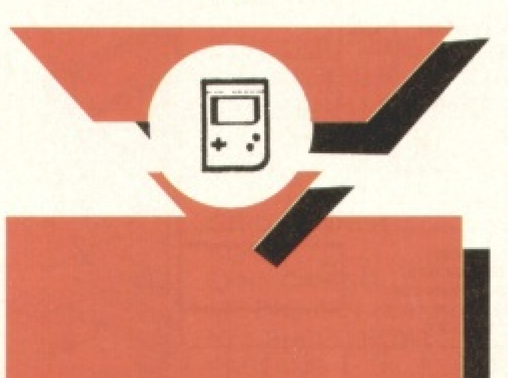
NEWS











CONSOLES WE ONCE LOVED

NUMBER FIVE: GRANDSTAND

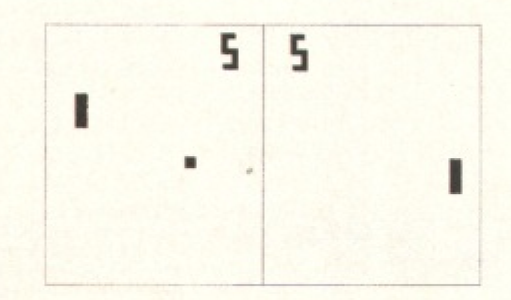
The Grandfathers of all home video games were the "Grandstand" generation of machines. These very simple black and white machines first appeared in the mid 1970's and gave the user four different games to play - tennis, football and one and two-player squash.

The graphics and sound were simple in the extreme - games were all displayed from an overhead viewpoint, and featured a square ball and blocky bats which moved up and down. The object was simple - get the "ball" past your opponent over the best out of 15 rounds.

Due to the rather basic programming, games could go on for ages, simply because good players could predict exactly which angles the ball would rebound of the walls and bats and therefore return it to the other player. Later models of the game incorporated a feature that let you increase the speed of the ball and also adjust the size of the bats to handicap the player - but it hardly improved matters.

Although the machines had several stages of development (the last models of this type of video game unit had colour graphics and as many as 20 different game variations, including target practice and ice hockey), their market was completely blown away when cartridge consoles like the Atari VCS and the Philips G7000 appeared at the end of the 70's.

Still, even though we poke fun at them in this day and age, if it wasn't for those machines, there wouldn't be such things as Segas or Nintendos!





GAME GEAR LESS THAN £100.00

Sega have announced that their colour hand-held machine will officially go on sale at the end of April and will cost £99.99 - £25.00 less than was originally thought would be its on-sale price.

The TV adaptor will appear later on this year and will cost around £50.00. This excellent little widget turns your Game Gear into a truly portable colour television. When you consider that a proper pocket-sized TV with a screen of similar dimensions would cost you around £120.00, that's pretty flipping amazing value for money!







LYNX PRICE DROP TOO!

It's certainly price crash month! Atari have just announced that the price of their colour hand-held machine, the Lynx, is to be cut from £125.00 to £99.99.

Whether this has anything to do with Sega's announcement of the release price of the Game Gear, or whether they're just trying to muscle the Gameboy out of the market is anyone's guess, but one thing's for sure - if you're out to buy a hand-held, you've never had it so good!

While we're on the subject of the Lynx, a load of new goodies are soon to be available for the machine. There's a carry case (a hard case that carries your Lynx, games and power supply), a pouch (a soft case that carries a Lynx and a few games), a sun visor (lets you see the screen easier in bright light) and a cigarette lighter plug adaptor (get power from a car's cigarette lighter during those long journeys and save tons of money on batteries).



The first games to appear for the machine will be G-Loc, Mickey Mouse, Super Monaco GP and Wonderboy. Mickey Mouse and Wonderboy are very similar to their Master System counterparts, and Super Monaco GP is identical except that it's a single player game. Other titles planned include Leaderboard, Columns and Pengo.

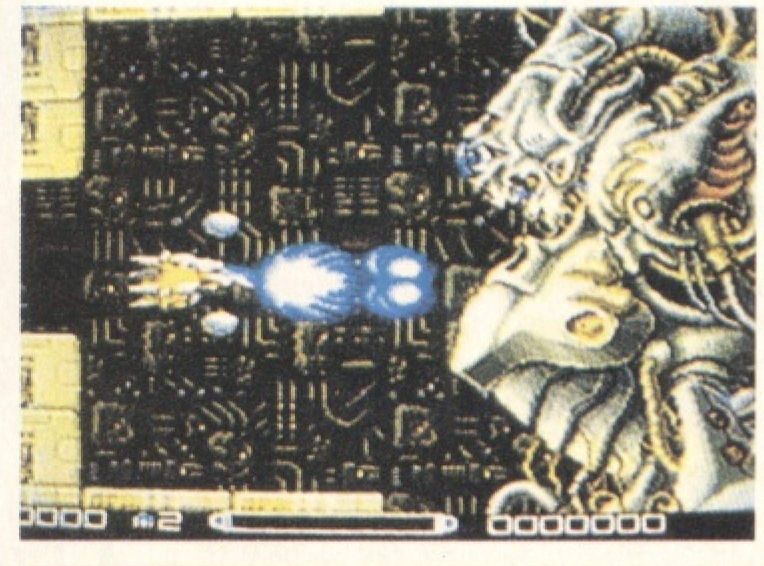
We'll be having an in-depth look at the machine next month.







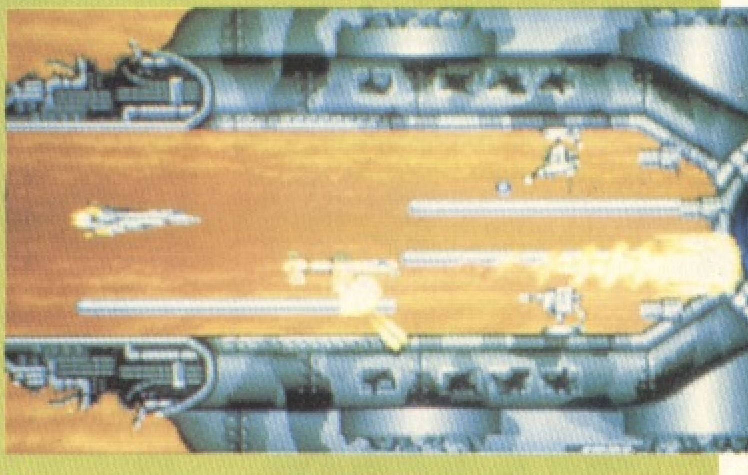
R-Type II is due out on the Super Famicom next month, and by all accounts it's a real scorcher. It's a pixel-perfect replica of the original Irem coin-op AND features a whole new level developed especially for the machine! We'll be bringing you an in-depth preview as soon as we can get our hands on a copy. Pant, pant!



UN SQUADRON BETTER THAN ORIGINAL!

Another scrolling blast 'em up soon to appear on the Super Famicom is Capcom's UN Squadron. Once again we're promised that it'll be a perfect copy of the arcade game, and will improve on the original machines by having extra levels and gameplay tweaks, such as the chance to buy different planes as you progress through the game! It certainly sounds a bit good to us, and once again we promise to tell you all about it as soon as we have a copy of the game!







MASTER SYSTEM GAME GEAR ADAPTOR

Here's an interesting news item for Master System owners. A firm in Hong Kong is currently working on an adaptor that lets you play Master System games on the Game Gear!

This handy item plugs into the cartridge port of the Game Gear and has a connector at the top which allows you to plug in Master System titles. Although it's a little unwieldy, it's certainly well worth having since it allows you to play all your favourite Sega games when you're on the move!

NINTENDO RELEASE DATE UPDATE

During May, June and July there's a veritable mound of Nintendo releases, kicking off with Goal (that's Matt's joke), a football game which should be miles better than Nintendo World Cup. There's also Solstice, a 3D forced perspective arcade game which by all accounts is a stunner, Mission Impossible (the game of the TV series), Shadowgate, Super Spike Volleyball, Days of Thunder (the game of the horrendous Tom Cruise film), A Boy and his Blob (previewed later this issue), Captain Skyhawk and Battle of Olympus.

As usual, we'll be reviewing all these games over the next few issues.



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All above NES titles are UK releases

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GUARANTEED FAST DELIVERY


ニュース

NEWS

SMASH T.V.

William's mega blast 'em up coin-op, Smash TV is going to be appearing on the Nintendo later on this year. It's a truly superb game, and casts you as a contestant on a futuristic game show, battling a massive, vicious army of marauding androids who are all out for your blood.

It's certainly one of the fastest and most action-packed games seen in years, and if the Nintendo version can capture even half the excitement of the original coin-op, manufacturers Acclaim will be onto a winner.

FROM USA

WWF WRESTLEMANIA

Fans of wrestling - that's the spectacular WWF Wrestling seen on BskyB - will be spanging off the ropes when they hear that LJN are releasing WWF Wrestlemania Challenge on the Nintendo later on this year.

The game stars eight of the most famous WWF stars, including Hulk Hogan, Bossman and the Ultimate Warrior, and has two and three-man tag team action as well as a single-player wrestle action for those brave enough to face the beefy grapplers on their own!

The graphics certainly look excellent, and we'll be giving you a full preview as soon as we get our hands on a copy.

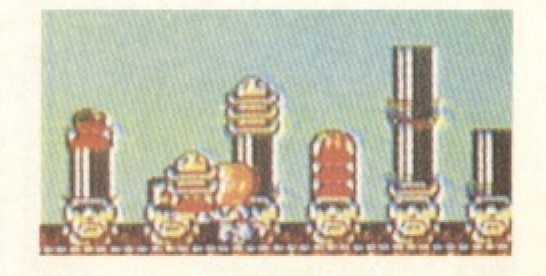


DON'T LOSE YOUR HAT!

Hatris, the follow-up to Tetris is soon to be available on the Nintendo! The idea is to guide hats that fall down the screen onto heads at the bottom of the play area. When several hats of a kind are placed on top of each other, they disappear. Weird, eh? It's sounds very simple, but like Tetris it's incredibly addictive and is bound to do well when it's released over here later on this year.

MINI WRESTLEMANIA

If you're a wrestling fan on the move, watch out for WWF Superstars, coming soon on the Gameboy. Starring Hulk Hogan, Macho King Randy Savage, the Ultimate Warrior and five other WWF stars, it features in and out-of-ring wrestling and a two-player link-up option so you can grapple with a chum! It certainly looks a brilliant game - we'll bring you more news when we have it!



ニュース

NEWS

FROM USA

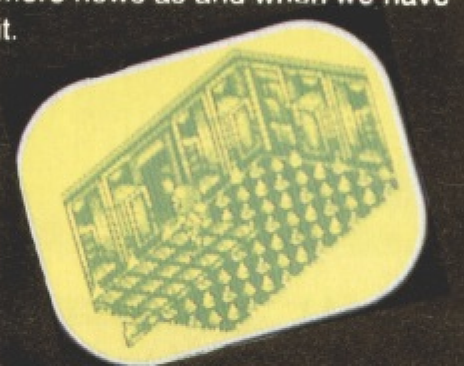


WHAT'S KLASHBALL

With Speedball just released on the Sega, Sofel have just announced that they're to release Klashball? "What's that go to do with Speedball", we hear you cry. We'll they're the same game. Apparently they couldn't call the Nintendo version Speedball in the US, because Speedball is slang for a particularly nasty and addictive concoction of illegal drugs. There's no official release date for Klashball - or Speedball as it might be called over here - but we'll tell you as soon as there is.

ALTERED SPACE...

Just released in America is Altered Space, the first forced perspective 3D arcade adventure to appear on the Gameboy. Set aboard a droid-packed space ship and featuring eight levels of action, over 250 rooms, great graphics and stereo music and sound effects, it looks like a really neat little game, with plenty to challenge an avid arcade adventurer. There's no official UK release date as yet, but as ever we'll be bringing you more news as and when we have it.



BUBBLE BOBBLE BOUNCES BACK

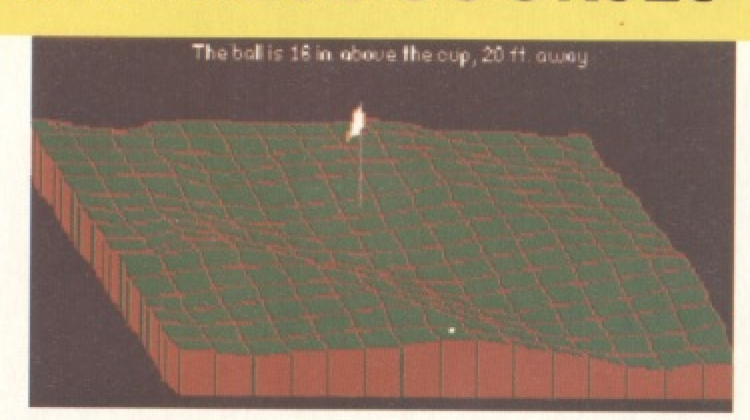
Released a few weeks ago in the US, and scheduled for launch in a couple of months time, Gameboy Bubble Bobble looks every bit as good as its Nintendo counterpart.

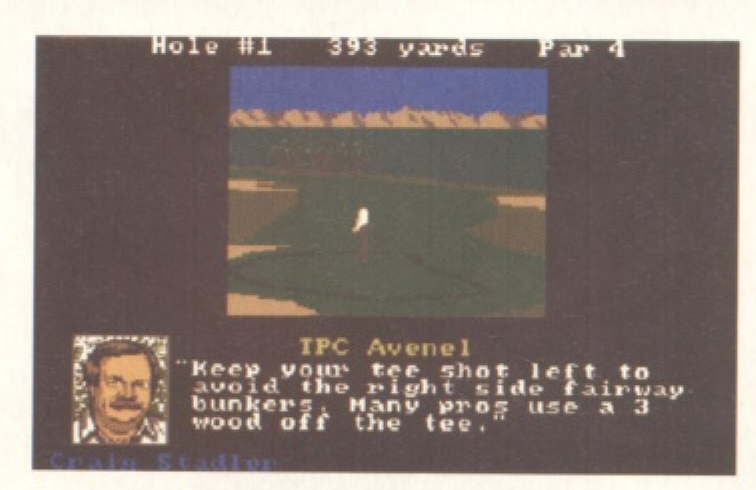
Featuring Bub and Bob on a quest to free their world from the evil Baron Von Blubba and his henchmen, there's plenty of bubble-blowing action and excitement. The graphics and sound are apparently very close to the original arcade machine, and there's even a two-player link-up for multi-player laffs!

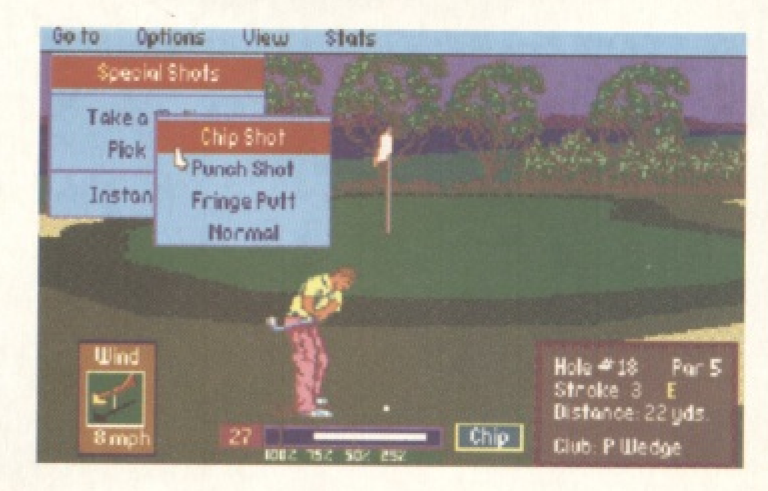
MEGAMAN III: BACK AND BAD

In America, the third in the Megaman series has just been released. Once again it stars the multi-talented Megaman as he goes against more of Dr Wily's creations - Snakeman, Hardman, Geminiman, Magnetman, Needleman, Shadowman, Sparkman and Topman - plus Dr Wily and "a few old enemies from Megaman I and II"! The graphics certainly look excellent, and by all accounts the game is just as good as Megaman II! It's thought that Megaman III will appear in the UK in November - so expect reviews and previews in the October edition of MEAN MACHINES!

IF THE IDEA OF TAKING ON 60 TOP GOLF PROS SEEMS DAUNTING, THAT'S PAR FOR THESE COURSES



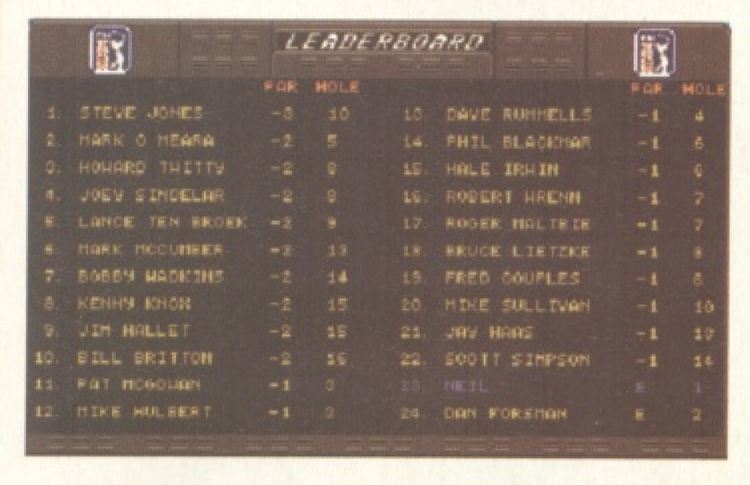












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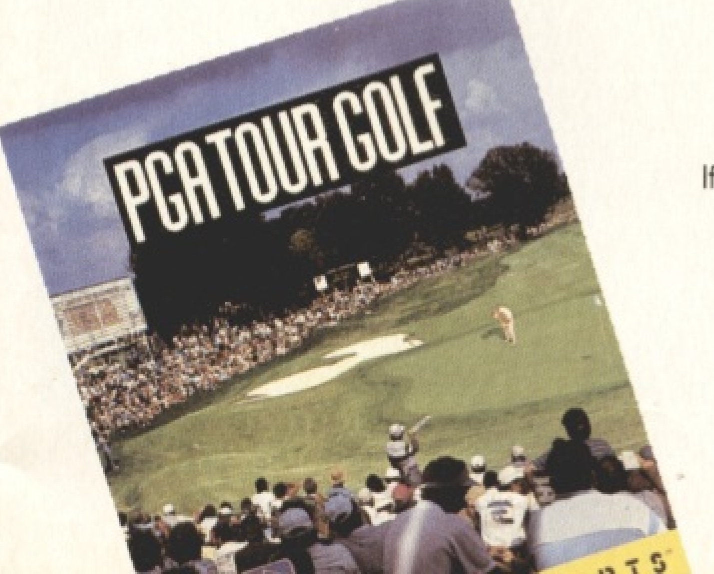
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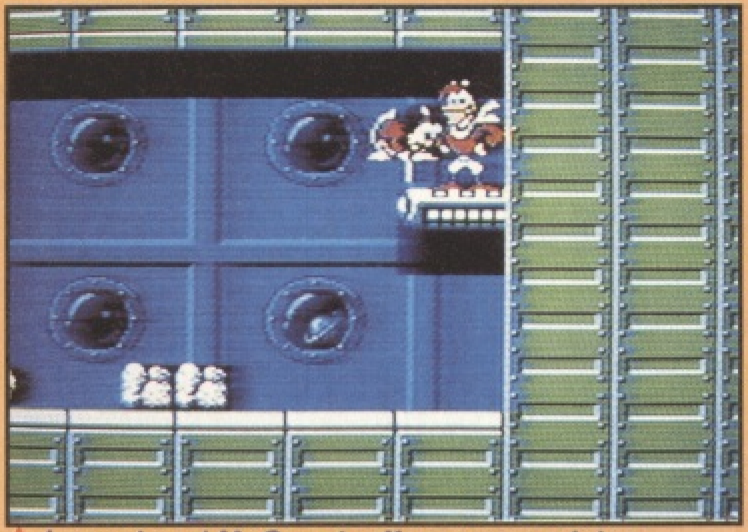
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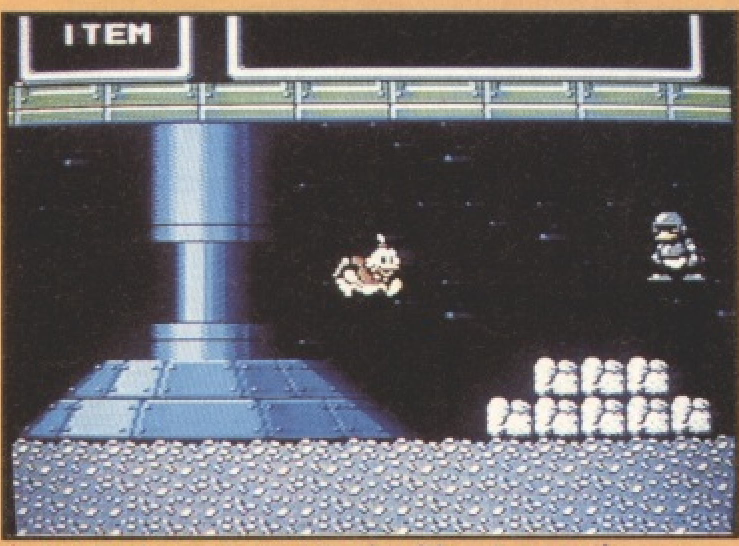
When Scrooge McDuck sets out to have an adventure, he certainly knows how to go about it. This game is set all over the world, as Scrooge travels between exotic locations looking for his nephews Hewie, Dewie, and Lewie.

Duck Tales is a platform game with a total of five levels, which can be tackled in any order. However, they ascend in difficulty, so it's usually a good idea to take them in sequence. Finding keys and other objects gives access to parts of other levels, forcing the order of gameplay to a certain extent.

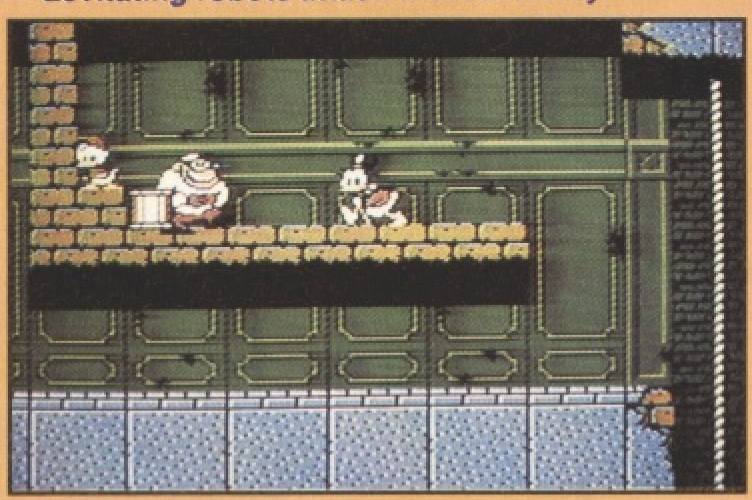
Scrooge runs, jumps and ducks (no pun intended!) his way through the game, and has a very useful walking cane. This provides a stick with which to bat obstacles out of the way and so they collide with baddies. The other use is that of a pogo stick - McDuck bounces around the screen, zapping the nasties through judicious use of the directional pad. Various chests and boulders litter the landscape, and when bounced upon reveal gems and food for bonus points and energy.



▲ *Launchpad McQuack offers some advice.*



▲ *Levitating robots attack without mercy!*



DuckTa

▲ *Inside the haunted castle.*



Watch out for burrowing goats on the Ice World!

McDuck grabs the rope and descends.

Groovy gorillas guard great gaps.

Only the correct key will allow entry to the next level.

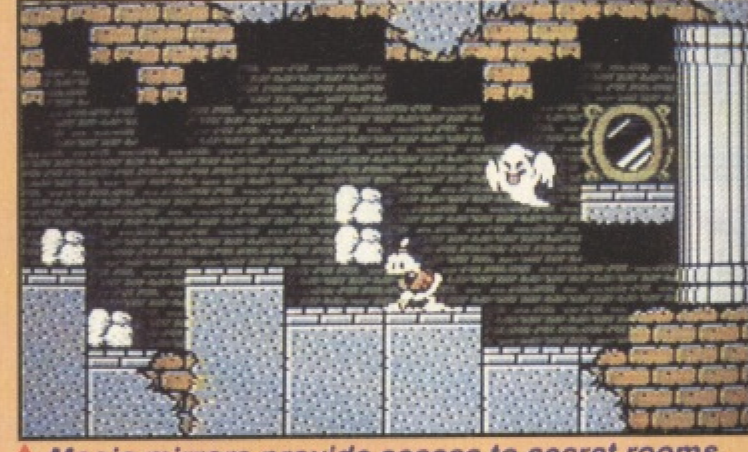
COMMENT

MATT

Duck Tales contains some of the most exciting graphics I've seen on the Nintendo. The main sprite has some hilarious movements and reactions, especially when he's caught in the snow of the fourth level! The action is pitched just about right, and the three difficulty levels add a great deal of playability to the game. My only gripe is that when Scrooge dies, you are sent right back to the beginning of the level - no matter how close to the end you are. Still, this is only a minor point, and doesn't distract from the overall excellence of the game. The control can be a little on the awkward side, especially when trying to get Scrooge to bounce. However I recommend this game highly - it's well worth purchasing.

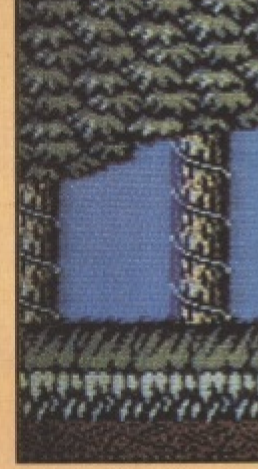
DUCKTALES



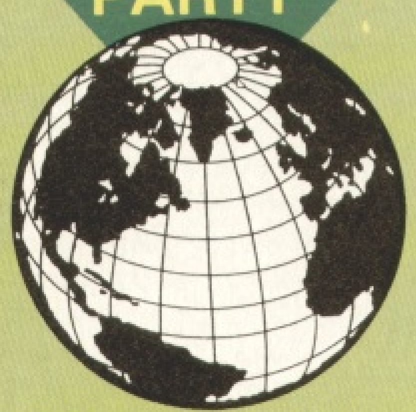




▲ *Magic mirrors provide access to secret rooms.*



WORLD PARTY



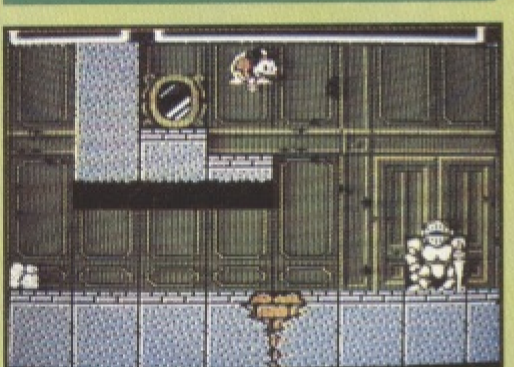
Duck Tales is set over five locations, each with its own backgrounds, scenery and monsters. Here's a list of the places and their idiosyncrasies:

AMAZON



This world is populated with gorillas (Gorillas? In the Amazon?), snakes, and giant spiders. Vines lead up and down, giving access to other areas and bonus levels.

TRANSYLVANIA



The home of Count Dracula. Expect to meet skeletons and ghouls as McDuck travels through the rooms and passageways of the castle. Magic Mirrors provide teleporters to different areas.

AFRICAN MINES



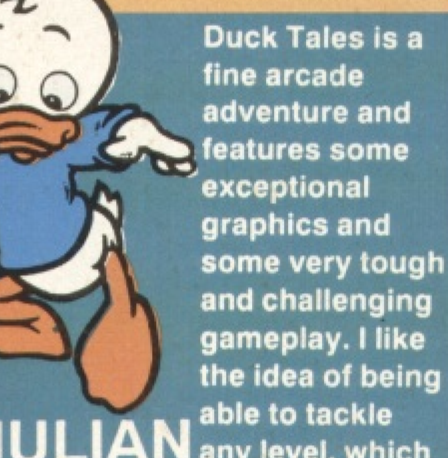
Surprisingly set underground, this level pits our aquatic hero against snails and strange slime creatures. Luckily food is on hand to replenish energy.



SEE THE FILM!

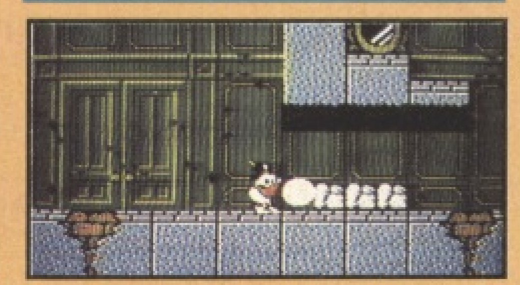
Duck Takes: The Movie was released early last month, and is now doing the rounds in provincial cinemas. It stars Scrooge McDuck and his trio of nephews on a madcap adventure as they battle Merlock, an evil Wizard who wants ultimate power so he can rule the World. It's great fun - one of the best cartoon films we've seen in ages - so see it if you can!

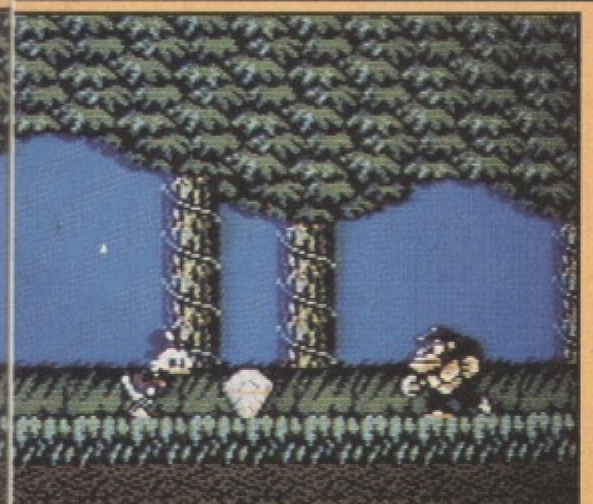
COMMENT



JULIAN

Duck Tales is a fine arcade adventure and features some exceptional graphics and some very tough and challenging gameplay. I like the idea of being able to tackle any level, which means you don't have to play early levels over and over again. But even though you can practice, it requires plenty of skill to get all the way through the game in one go. With its many neat touches, and beautifully balanced difficulty level, Duck Tales provides laughs and addiction in equal doses. You'd be "quackers" to miss it (har har).

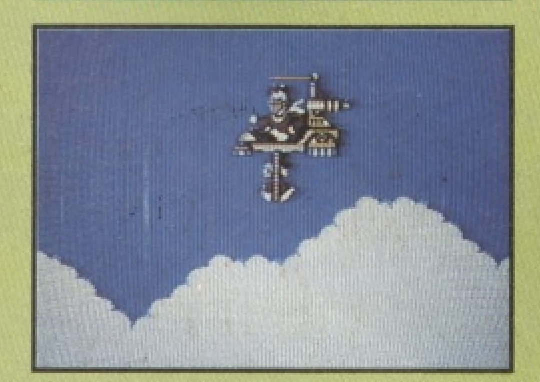




GOODIE GRAB BAG

Items galore litter the levels of Duck Tales. Gems, both large and small, either fall from the sky or are found in chests. Food, often in the shape of cakes, restores energy to the abused amphibian. Collecting goodies is a good way to gain extra points, but care must be taken - creatures often regenerate every time McDuck re-enters the screen, meaning that danger and death can rear their ugly heads.

HIMALAYAS



A snowy wasteland populated by snow goats, falling icicles, and slippery slopes. Yet again spiders attack the wandering, waddling millionaire.

THE MOON



The final and most difficult level of the game. Aliens bar the way, and it's up to Scrooge to find his way onto the spacecraft to complete the game.



NINTENDO REVIEW

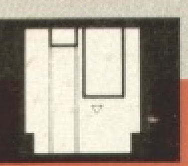






BY: CAPCOM
PRICE: £34.99
RELEASE DATE: APR
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: FINE







PRESENTATION 82%

The intro screens are a little on the flat side, but allow the player to get straight into the action.

GRAPHICS 93%

The wonderful main sprite more than makes up for the slight repetitiveness of the underground passages.

SOUND 88%

Again, the quality of the sound effects and music is very high.

PLAYABILITY 90%

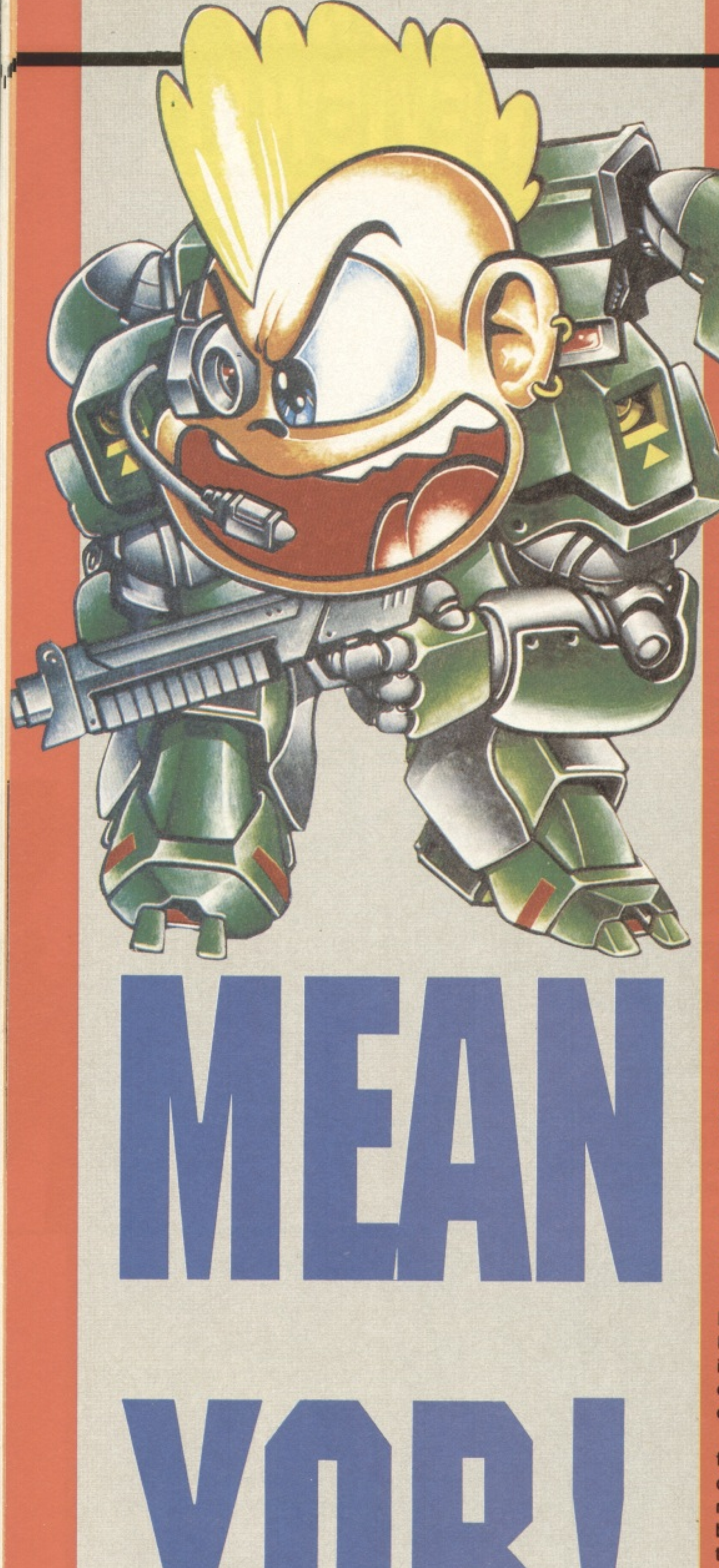
Despite slight niggles about the controllability of McDuck, the action is well paced and exciting.

LASTABILITY 85%

Three difficulty levels and five large levels make this game one that you'll come back to again and again.

OVERALL 90%

A great game with a true sense of humour, Duck Tales is a worthy buy for Nintendo owners.



WARNING! LETTER ZONE!!!

MEAN YOB!

Surf's up! YOB is relaxing in the Sun on a desert island beach this month - he's on holiday - and we've sent your letters on to his vacation location. If you've got anything to say to him - or have pictures, cartoons or even photographs - send them to: YOB'S WIBBLE WIBBLE PLOP PLOP SPING SPANG SPONG MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a top monthly prize of £150.00 worth of software for the best letter of the month, so get writing, scribbling or snapping. Or farting if you like.

WHINING MEGADRIVE OWNER

Dear Mean YOB,
Hmm...Tut, tut! What a pathetic issue January's edition has turned out to be for proud Megadrive owners.

I had been searching the shops for MEAN MACHINES for a few days - especially for your great reviews on the Megadrive games - but when I looked at the contents I thought, "Mmm... only three reviews this month for the Megadrive? Oh we, they'll be good, anyway".

But then, to my amazement, only one of the three was any good - Battle Squadron. There was a stingy one page Moonwalker review and a bad review on a rubbish game, Hard Drivin'.

I expect I'm speaking for many devoted Megadrive owners, so come on lads. Get a grip, pull your socks up and give us a good explanation for this (if you've got one!), or soon mean YOB will be known as SLOB YOB.

Mark Hale, Stroud, Glos

YOB: You're a silly merchant banker and no mistake. We review all the Megadrive games we can get our hands on - is it our fault that in one particular month there are only three Megadrive games released? No, of course it isn't. What's the matter? Are you really that stupid? So come on lad. Get a grip, pull your socks up and give me a good explanation for your lack of brain power.

THIS ONE'S THICK

Dear Rock 'n YOBBO,
How come Rainbow Islands scores 92 per cent? Are you trying to tell me that this game is in the same class as something like John Madden's football or Strider? You must be joking. I can't for the life of me think why that game got such a high percentage. OK, so it's a brilliant conversion from the arcade to the Megadrive, but it's a pathetic, repetitive platform game with no gameplay. This conversion will obviously appeal to fans of the arcade version but otherwise it's a really dreary game.

The conversion factor probably

INCREDIBLE SHRINKING REVIEWS

Dear WELL HARE YOB,
I read MEAN MACHINES every month but can't understand why there are so few reviews. They get fewer and fewer each month.

In issue one it wasn't too bad. You were averaging 19 to 20 reviews per mag, but each month it's got worse and worse. Reading issue four, I see it's now down to only 17 reviews.

I know each review is very well done, and in much detail, but to pay £1.75 per month for MEAN MACHINES just to find the number of reviews is getting lower and lower doesn't seem worth it.

For example, other magazines such as Raze - which isn't even a console magazine and mostly reviews Amiga, ST or IBM games - now reviews at least thirty console games. So come on MEAN MACHINES. Surely you can do better than this. It's a fab mag and could be even better with more reviews. So come on, give your readers value for their money.

WRESTLE MANIA

Dear MEAN YOB,
Apart from being stupid in my spare time I have the occasional blast on my Megadrive. I don't have that large a games list but being a fan of American wrestling, too, I bought Ringside Angels, which I'd love to see reviewed in your brilliant mag.

Oh, just one other thing. Why do people call you MEAN YOB? Is it because you were such a bully at school? But MEANEST YOB, you don't scare me. And if you think you can get away with not publishing my attempt at a good letter, you've got another thing coming.

Patrick Hill, Scott Road, Milehouse

YOB: We've had Ringside Angels for a while in the office, and it's a great laugh - and it's dead pervy too. We might review it next issue, so keep your jock strap out. The reason why I'm called "MEAN" YOB is so that the post sorters don't get my C+VG letters confused with my MEAN MACHINES letters. If they've got MEAN YOB on them, they go on the MEAN MACHINES pile. If they've just got YOB on them, they go on the C+VG pile. I have to explain this in detail because you've obviously had a lot of practice at being stupid.

MR STUPID STRIKES

Dearest Yobarian
I know you'll put this letter in your letters page!. I rate myself a pretty hot megadrive player. Completing Golden Axe made me the best in this country, and my friends also rate me brilliant. But they say that Spectrums have better graphics than Megadrives - are they fibbing?

From a mean game player

YOB: Not only are your friends fibbing, they're also very stupid indeed and deserve to have their Spectrums inserted into their bottoms - are they all blind, or what? Come to think of it, you're even more stupid for asking me whether they're right or not. Are you blind too? What is it this month with all these stupid people?

IT'S CHEAP IN THE STATES

Dear MEAN YOB,
I've just returned form a Christmas holiday in America. I must admit I was pleasantly surprised when I found out how cheap console equipment is there, compared to England. My friend bought a Sega Master System just before Christmas and paid £70 here, while in America an updated Sega Master System II was only £30. Gameboys cost only £45 and Nintendo games are half price at £20.

I'm the proud owner of Megadrive and I bought myself games from just £15 for brand new stock. Could you please tell me why the game prices and the consoles are so much dearer in England? I think that anybody who pays these high prices must be mad. The English console users should object to paying them. Computer software shops don't understand that we are their business and if we object to paying these extremely expensive prices then they'll be forced to charge less. My advice to all console players is to buy an American computer magazine and import your games yourself.

Stewart Strimberg, Broughton Park, Salford

YOB: Annoying though it is for us, in America it's discounts ahoy. This is mainly due to the fact that the console market is even more competitive over there than it is here, and the stakes are far higher. I wouldn't import your own games if I was you - if your stuff gets intercepted by the jolly Customs and Excise people, you'll get stuffed for import duty, which can be quite expensive. If you must buy import games, get them from a known importer, who's already paid import duty and gives some sort of guarantee.

WHO IS DWAYNE MINTON

Dear MEAN YOB,
Please could you tell me who the hell (pardon my French) Dwayne Minton of West Wormwood is, because every time I see the name, I start foaming at the mouth and my skin starts to flake (honestly, it does).

And, if you've already told us, I couldn't really give a sheep's breath freshener. (Excuse my hard tone of voice.)

Yours slightly green in the face.

John Allen, Broomhill, Sheffield.

YOB: See? You don't even know the guy and he's set you foaming at the mouth and making your skin go all funny! What do you think it's like for us? We've actually seen this disgusting creature.

MY PARENTS ARE CRUEL

Your Royal Yobness
After doing ten male hairies each night for the past two weeks, having six very bad fits and catching a bad case of halitosis, I've finally come up with something to say.

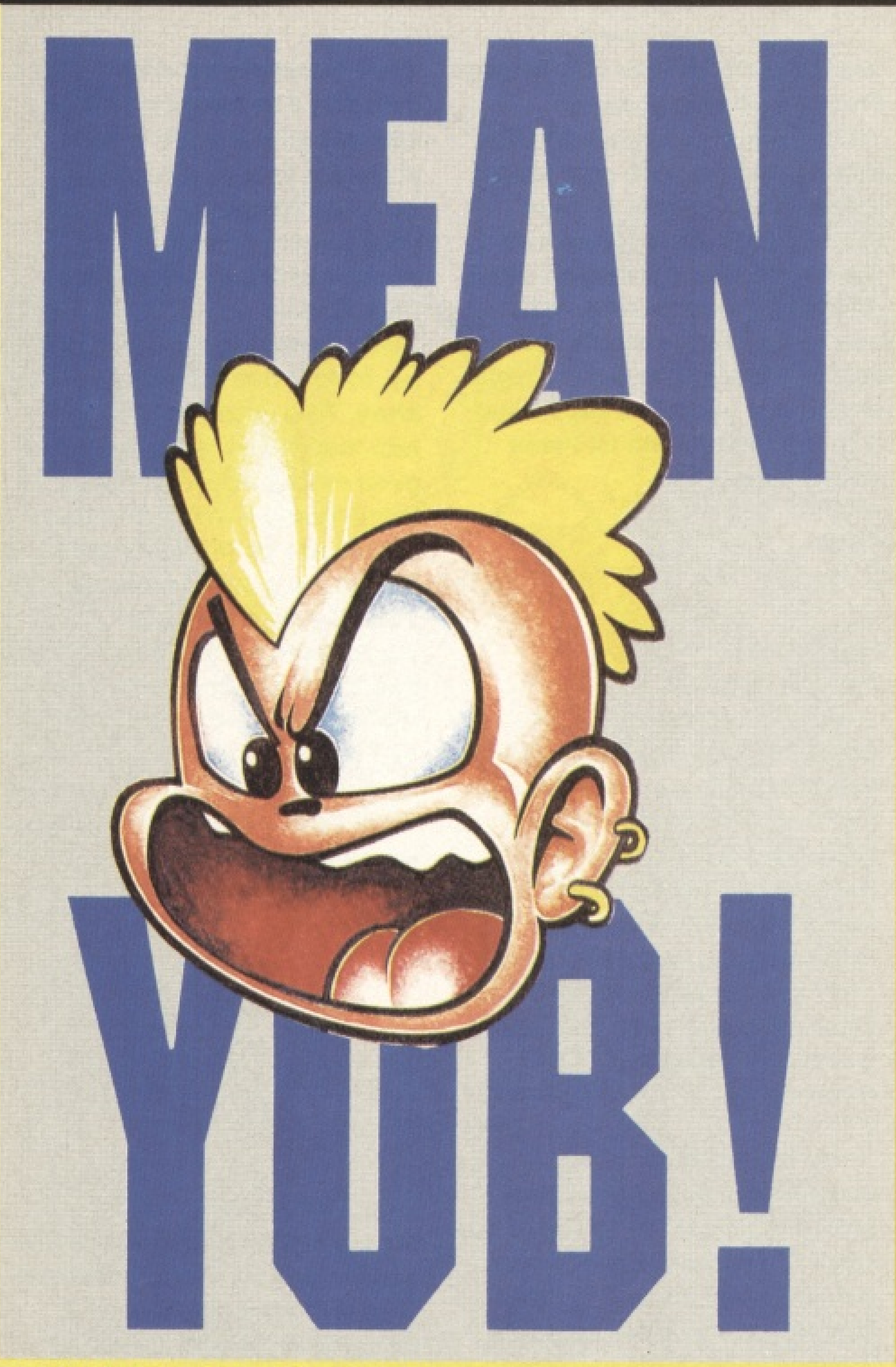
I own a Sega Master System and the games usually cost around

---

accounts for the misunderstanding over its overall percentage. Maybe it wouldn't be a bad idea to abolish all confusion. Apart from that, MEAN MACHINES is a well 'ard mag. Please consider my suggestion. Either the MEAN MACHINES staff think Rainbow Islands is a brilliant conversion, or you're just a bunch of insane head cases.

Ryan Ayirebi, Beaconside, Stratford

YOB: What's this conversion factor business you're going on about? It's news to me. And as for confusion - you're certainly confusing me. Of course Rainbow Islands will appeal to fans of the arcade game - if you didn't like the arcade game, it'd be a bit strange if you liked the Megadrive version, which is identical. Anyway, the MEAN MACHINES staff do think it's a brilliant conversion, okay?



£30, but because of stingy parents I'm only just able to buy one game every three months! That's three to four games a year! Eeeek!

When I buy my games I usually check to see which ones you've reviewed, so I get a pretty good idea of which to buy and which not to buy. The games I'm interested in are golfing games, such as Leaderboard, and flight simulators. But the only flight simulator I can find is F-16 Fighter.

Could you please tell me, as I'm so desperate (and you're so clever!) which golfing games are the best and if there are any more flight simulators for the Sega.

Your most poor and desperate fan!

David Robertson, Richmond, North Yorkshire

YOB: It's simple, it's easy, it all tastes very cheesy. Jazza-babes says Leaderboard is the best golf game on the Sega. It's not out until later on this year, but he said he played it the other day and it's excellent and is well worth waiting for. There are no plans for any flight sims on the Sega, so it's no-go, Ro. By the way, tell your parents that if they don't buy you more games, you'll ring Ester Rancid and have her make them parade about naked on "That's Crap" with flowers stuck up their bottoms to punish them for mental cruelty to their child. Or something like that.

IS JOE MONTANA ANY GOOD

Dear MEAN YOB,

I own a megadrive and you only have three to four reviews for it in each mag. Surely you can understand my point - and probably lots of other people's, too.

Christian Difelice, Lakeside, Cardiff

YOB: Raze, the self-proclaimed "World's Best Consoles and 16-bit Computer Magazine" (cor - if they're not spinning yarns they're spinning cars off Brands Hatch racing circuit, eh JB?), has 20 console reviews this month - including five on systems MEAN MACHINES doesn't cover. We've got 15 reviews (and several big two-page previews on top of that). So what are you whining about? Anyway, C+VG does more games reviews than both Raze and MEAN MACHINES put together, and it's 65p cheaper than Raze and has more pages - so read that instead. The reason why we're selective with what we review is because we can offer maximum coverage - after all, where else can you get three or even four-page reviews? That's what MEAN MACHINES is for - depth. If you want loads of coverage, you buy a different magazine you doze!

I WANNA POWER GLOVE

Dear Jaz,

I recently borrowed The Wizard from my video shop and in it a boy has this glove with loads of buttons and stuff on it. It's called the power glove. Is there really such a thing as this power glove?

Jeremy BABB, Blue Anchor, Somerset.

JAZ: Yes indeedy, the Power Glove does exist. It's been around in America for a few months now and is quite a neat gadget. There's no release date for the thing in this country yet, but it will definitely come out. I'll give you more information when I have it.

KNOBBY NEO GEO

Dear MEAN YOB,

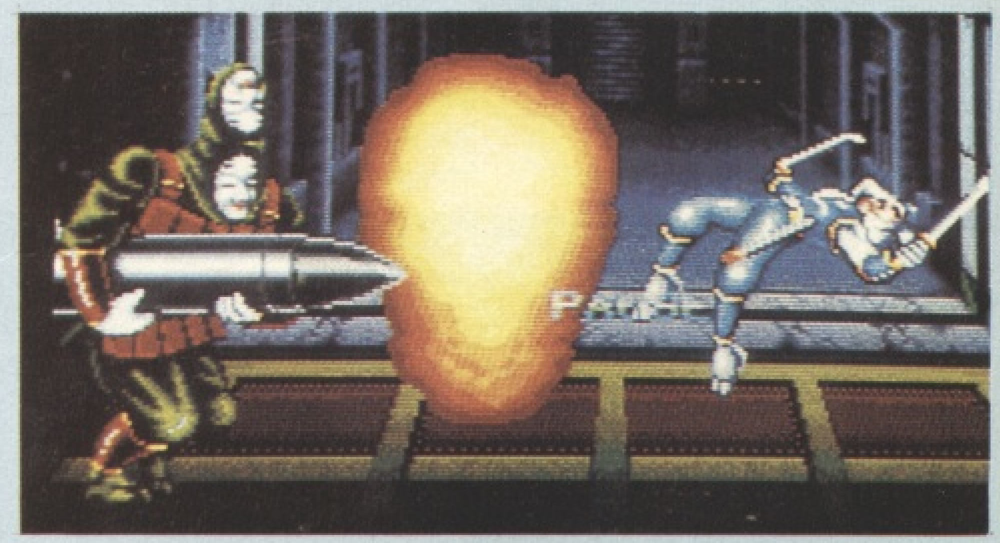
May I firstly congratulate you on producing such a "mega mag". It caters for all a console owner's needs! But, there are some feelings a rumbling deep down inside of me - occasionally even causing me to throw up!

I believe that anyone who owns a Neo Geo must have the brain power of a 103-year-old Egyptian camel.

Who in their right mind would fork out £400 for such a console, and then fork out another £200 each time they fancied a new game!

It's ludicrous! Do the makers actually believe the Neo Geo can be a success?

Just think, for the price of one game, you could buy a spanking new Megadrive, which has a better



variety of quality games available!

The Neo Geo is the biggest joke since Jaz Rignall's haircut!

Phew! I'm glad I got all that out of my system.

Keep up the good work.

John Fawkes, Felixtowe, Suffolk

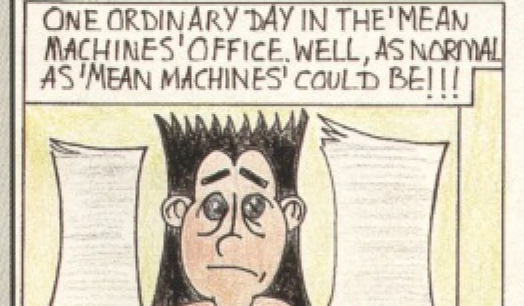
YOB: The price of Neo Geo software is definitely way, way, way too high, but there is an owner's club which hires out games for around £25.00 a month, which is a little more reasonable. The problem I've actually found with the games is that they're very easy - the graphics and sound are always excellent, but the challenge is lacking in many of them! Still, some of the newer games are supposed to be very good - although because we here at MEAN MACHINES never get sent any, we can't tell you which ones they are.

READERS' ART

Here's a whole load of stunning pictures sent in by readers! J Helps sent in the picture of YOB's new image (what's he on, he must be joking - YOB), Kevin Atkins sent in the Golden Axe drawing and Stuart Holbrook drew the amazingly accurate picture of Gary Harrod. Unfortunately we've lost the address of the person who sent in the brilliant cartoon - but whoever you are, if you send us another one, we'll send you some cash in return...

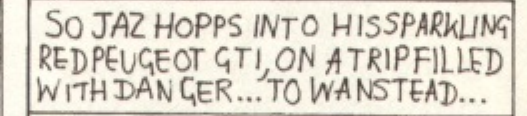


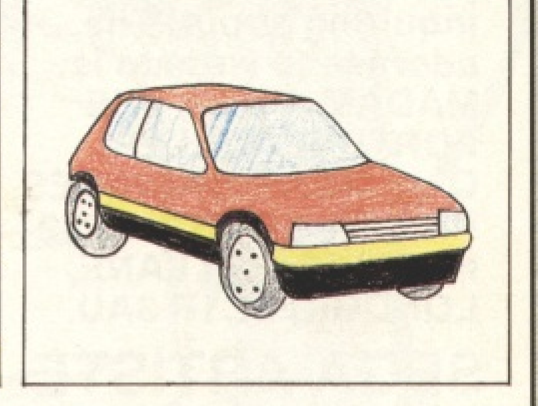




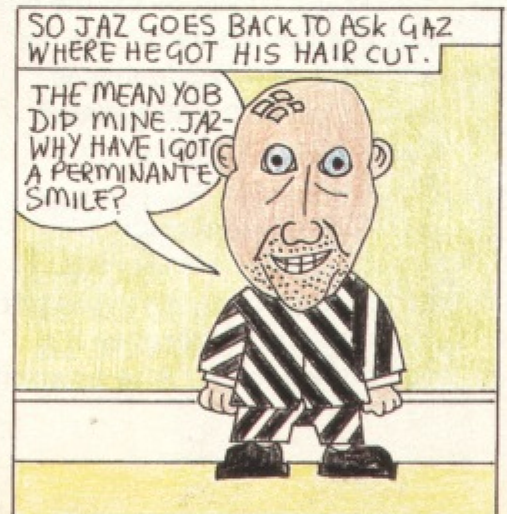




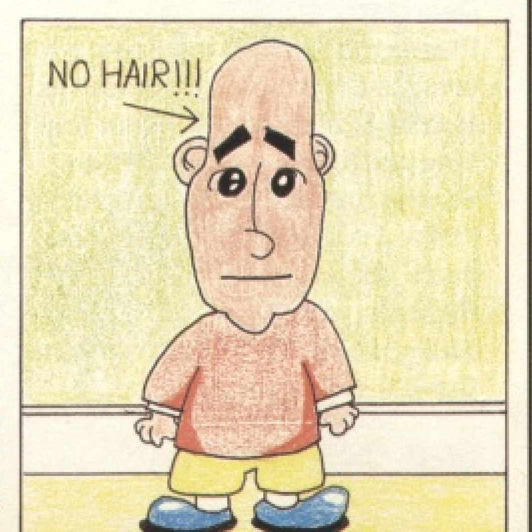














And the questions continue to pour in. Who, what, where, when, why, how much - you name it, it's been asked. Well, I'm here to answer your questions, as long as they're answerable. As ever, give as much detail as possible about your question or problem, and actually think about what you're writing - sometimes I need to be a mind reader to work out what you're actually inquiring about! The address to write to is: MADAM JAZZA THE FORTUNE TELLER, Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA ARTISTE

Dear Jaz,
Please can you tell me if there will ever be any art packages for the Master System and whether any new basketball games will be coming out for it in the near future. I think that Mean Machines is a mega cool mag.
Ryan Barwick, Plymouth, Devon
JAZ: I doubt very much whether there'll ever be a Sega art package - that sort of thing doesn't really work on a console. If you want to do graphics, you should really look at buying a computer. As for basketball games, as far as I know, there aren't any planned at the moment.

WHAT, HOW GOOD AND ALL THAT

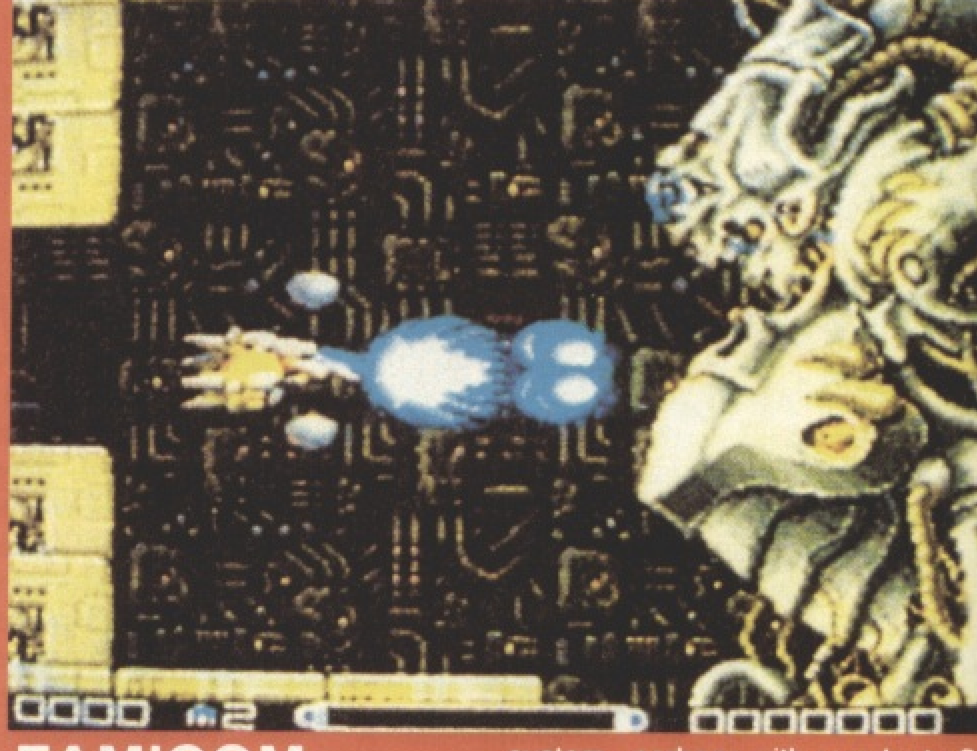
Dear Jazza,
I'm now the proud owner of a Megadrive (I won it in the C+VG Kick Off 2 challenge) and I'd like to have a few quickie questions answered...

1. When's Mickey Mouse officially out on the Megadrive?
2. Is Wonderboy 3 any good on the Megadrive?
3. What's the storage capacity of an MD cartridge?
4. What happened to John Madden's play guide?
5. When will you get a HAIRCUT?

Answer these questions and I'll pay the bill for your long awaited haircut.
Liam Dystant, Mornington Square, London
JAZ: 1. Next month. 2. No, it's a real disappointment and is not worth the money. 3. Up to 1024k (the equivalent of two STs or Amigas). 4. We're still working on it (we keep finding newer and even better tactics). 5. Sometime, maybe - but when I do, you'll get the bill...
with enthusiasm and they might even give you a little extra cash). If money is a problem, why set your sights on a mega-expensive machine? Why not start with something a little more modest - you should be able to pick up a second hand Sega or Nintendo with a couple of games for around £50.00-£60.00. Unfortunately you're just finding out that like just ain't easy - wait until you want to buy a car or a house...

YELLOW KNEES AND RED TREES

Dear Julian,
I am wondering whether an imported Famicom will be compatible with a British Nintendo and how can I get my hands on Mean Machines 2 and 0?
John Edge, Manchester
JAZ: An imported Famicom isn't compatible with a British Nintendo. Issue 2 is sold out and issue zero is very ,very rare (only about 10 now exist, and I've got most of them).



FAMICOM QUERIES

Dear Jaz,
I'm very close to buying a Famicom, but before I do, I'd be grateful if you could answer some questions.

1. Is English or Japanese used in the games?
2. Will the American Famicom games work with the Japanese system - perhaps with an adaptor?

Thank you, and please review Famicom games.
John Lagerling, Stockholm, Sweden
JAZ: Japanese is used mainly, although all the arcade-style games we've seen so far do use English. American Famicom games will almost certainly not work with Japanese machines, but maybe an adaptor will appear.

WHEN'S SONIC COMING?

Dear Jaz,
Please Jaz could you put me out of my hellish torture and tell me when Sonic the Hedgehog is coming out on the Megadrive.
Daniel Mann, Menstrie, Clackmannanshire
JAZ: Errrm. Apparently it's scheduled for release in May - we're desperately trying to get our hands on it because it's completely mega! And as soon as we do, rest assured there'll be a big review all about it...

RECHARGABLE DESTRUCTION

Dear Jaz,
Could you tell me if putting re-chargeable batteries in my Gameboy will knacker it in? Also, are there any football games available for the Gameboy and are they any good?
Craig Nightingale, Sheffield
JAZ: First of all, rechargable batteries work fine with the

MONITOR MONITOR!!!

Dear Jaz,
I've just bought a UK Megadrive and I was wondering how to fix it up to a monitor. In the manual it says it uses the same connections as you use when plugging it up to a TV, but my Dad says a monitor doesn't need an RF switch. (Incidentally, my dad works for a computer company). Could you tell me how to do this, please.
Brian Bearson, Hemel Hempstead, Herts

JAZ: I can't tell you because you haven't told me what connections are on the back of your monitor, but if you go to your local computer store (a good one) and tell them what monitor you've got, they should be able to provide you with the correct lead.

A Q+A COMPLAINT...

Dear Jaz
When I first looked at this magazine I saw on the first few pages a photo of you. I said to myself, "now that looks like a polite person", but I was to be proved wrong, for when I turned to your letters column, Q+A, the only answers I could see in reply to the questions strangely resembled rather rude insults. Please, please try and be a bit more polite. OK?

Anyway, now to my questions - which, I believe, is what your column is for!

1. Is speech available for the Gameboy?

2. Is Chase HQ on the Gameboy any good?

3. In last month's issue, in YOB's Gossip, there was a review column, but no picture above it. What was this picture meant to be?
Andrew Cadogan, Harbury, Warks

JAZ: The only people I'm rude to are the ones who ask really stupid, completely obvious, or badly phrased questions (rather like your first one). Ask a decent question, and you'll get a decent answer, it's as simple as that. And if there's occasionally an insult thrown in there for good measure, well, that's what makes entertaining reading... Is speech available on the Gameboy? I suppose you mean, is there speech in games on the Gameboy. Well, speech is possible, but it hasn't been used in any games yet (it takes up a lot of memory). Chase HQ? Read the review elsewhere in this issue - I thought it was rubbish.







Gameboy. Secondly, there's only one football game available for the Gameboy and it's completely and utterly crap and I wouldn't waste my money on it.

MEGAMAN III ALREADY?

Dear Jaz,
I have recently purchased a Mattel version of the NES and I would like you to answer these questions for me (please).

1. Will Golden Axe ever appear on the Nintendo?

2. I've heard a rumour about a Megaman 3 coming out on the Nintendo. Is this true?

3. Is the light gun worth getting?

By the way, I think Mean Machines is the best mag ever.
T Bellingham, Tunbridge Wells, Kent

JAZ: 1. No. 2. It's already out in America - expect it to appear in the UK in November. 3. To be honest, all the light gun games are rather limited and get dull quickly.



SPEEDBALL AND POOL

Dear Jaz,
I'm a proud Megadrive owner who'd like to congratulate all the staff at Mean Machines - what a magazine!

Please could you answer a few simple questions.

1. Speedball has recently come out for the Sega. I was wondering if we'll see this, or possibly Speedball 2, out for the Megadrive?

2. Are there any pool games available or in the pipeline for the Megadrive?

I have a PAL Megadrive and I've just bought a television with a Scart socket. Is there something for the back I could purchase to utilize my new scart socket?

Conrad Armstrong, Havant, Hants

JAZ: With Speedball out on the Sega, it's quite possible that a Megadrive version will appear - I'll give you more details when I find them out. As far as I know, there are no pool games planned. If you want to connect your Megadrive through a scart port, ask your local computer shop for a Megadrive scart lead - it should cost about £10.00.

MARIO ON THE SEGA???

Dear Jaz,
All I want to know is, are any of the Super Mario games coming out on the Megadrive, and if so, when?

Warren Campbell, Belfast, N Ireland

JAZ: No way. Can you imagine Nintendo letting their star character appear on a rival machine? Not ruddy likely! If you want to play with Mario, you'll have to buy a Nintendo, I'm afraid.

REASONABLE AND INTELLIGENT QUESTIONS

Dear Jaz,
At the beginning of every Q+A you say "Make your questions reasonable please, or they won't be printed" and "If your questions are intelligent, I'll answer them". Well, I think my four questions are both of the above, so please print them.

1. Is there any way you know of copying NES Nintendo games?

2. I read somewhere that a tape deck or disk drive could be fitted to the underneath of the Nintendo. If not, what does fit there?

3. In your C+VG Magazine, number 111 on page 11, there was an article about the illegal handheld Express, which takes NES Nintendo games. Do you know if Nintendo will be bringing one out?

4. Do you know anywhere that I could get my grubby mits on the Express?

NO NAME, Telford, Shropshire

JAZ: 1. You can copy Nintendo games, but you need a special factory, a large-scale EPROM blower and a micro-electronics workshop. And also somewhere to run to when Nintendo's legal people catch up with you. It's cheaper to buy them... 2. In Japan you can get disk drives for the Famicom, but Nintendo decided not to bother to release them in this country or America. 3. No, they won't. 4. I think you can get them from Taiwan, but they're illegal.

FINALLY FINAL FIGHT

Dear Jaz,
Will Final Fight be released for the Megadrive? You said in issue number 2 that it will be released later in 1990, but in issue number 4 you said it didn't look as though it would be released for the Megadrive. So will it come out for the Megadrive or not?

Jonathan Butterworth, Tyne and Wear

JAZ: At first it was thought that Final Fight had been signed up by Sega for the Megadrive. However, Nintendo swept in and got the exclusive rights to produce it on the Super Famicom only. As it stands there are no plans for a Megadrive, Master System or Nintendo version of Final Fight. If the situation changes, you'll be the first to know.

THE LOTUS POSITION

Dear Jaz,
I just want to ask you one question and it's this: is Lotus Esprit Turbo Challenge coming out on the Megadrive? If so, please tell me when. Please, please print this letter, awesome dude!

Paul "anxious to know" Spooner, Sheffield

JAZ: Lotus Esprit Turbo Challenge would certainly make a brilliant Megadrive game, but sadly Gremlin have no plans to convert it at the moment.

MASTER SYSTEM MEGADRIVE EXPANSION?

Dear Jaz,
At the back of my Sega Master System there's a panel that, when slid off, reveals a strip of contacts that leads to the cartridge slot. Friends of mine say that it's possibly for expansion to a Megadrive. If so, how would this be done and would it be expensive?

Christopher Andrews, Romney Marsh, Kent

JAZ: They're talking rubbish. The panel underneath the Sega isn't used for anything.

CAN I CONNECT?

Dear Jaz,
I'm writing to find out if I could use a Scart Super Famicom on a Commodore 10845 monitor. If so, would you tell me what I would need to connect it?

Alan Downie, Great Barr, Birmingham

JAZ: It's so-o-o easy! The Super Famicom comes complete with a scart plug - all you have to do is stick it in the back of the monitor and off you go...

A HAND-HELD AMIGA?

Dear Jaz,
Please could you tell me whether or not there will ever be a hand-held Amiga and if so, when will it be out?

Bret Jackson, Emsworth, Hants

JAZ: I doubt it very, very much!

TIPS

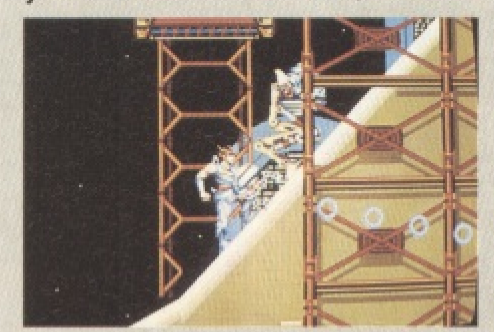


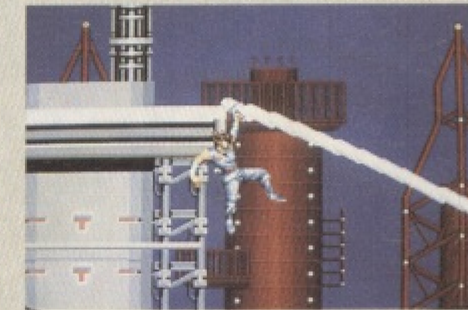
Wooo-weee! Look at the size of that tips section! Following these words are eight pages jam-packed with the finest tips we could get our hands on. Plus, there's two pages of the helpline, where gamers can offer their expert services, and those who are stuck can ask MEAN MACHINES games guru Jaz Rignall for help! Don't forget that there's £150.00 worth of software on offer to the sender of the best tips of the month. If you've got maps, tips or anything you think that will make the lives of fellow players even more jolly, send your stuff to: MEAN MACHINES TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your tips are the best next month, that software could be yours...

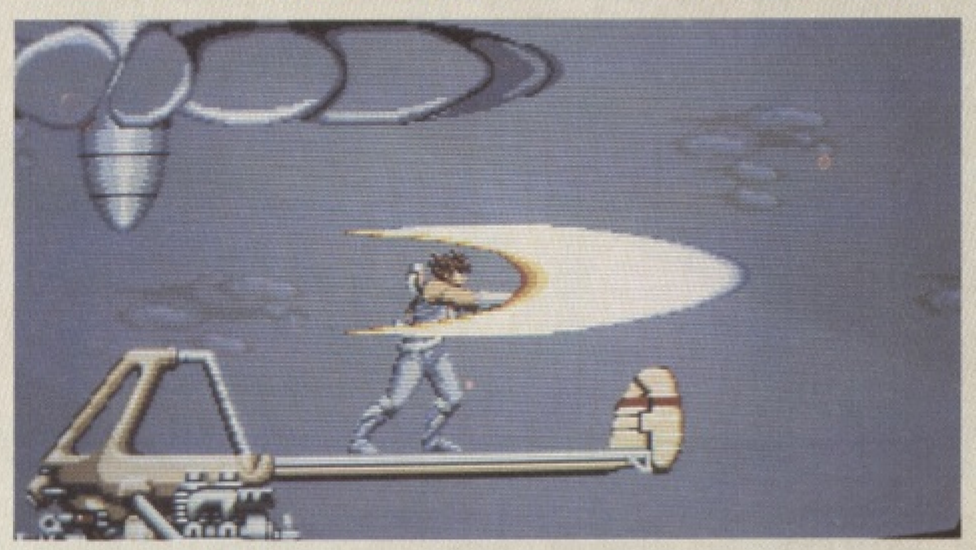
STRIDER

To get continues simply press the start button when "Game Over" appears. This works three times. This useful tip has been supplied by Andrew of Muswell Hill, London.









THUNDER FORCE III

Here's a gorgeous tip from Wilson Yeung of Sydney, Australia. It supplies the most powerful weapons to the needy. At any point during the game, press start. Next press Up ten times, B one time, Down twice and B twice more. Hit start again to un-pause the game and now you can select Sever and Lancer. Repeat when needed!

ASSAULT SUIT LEYNOS

When you die on the second level, wait for the title screen to appear, then go to the options screen and select the sound test. Press start and a girl appears from the right side saying "continue up". Now exit, and you will have 9 continues! This process can be repeated as long as you have at least two continues. Thanks muchly to Danny Gasser of Edmonton, London.

MAGICAL FLYING HAT TURBO ADVENTURE

A very useful hint for this bizarre platform game has been supplied by Michael Black of Edinburgh. The springy rope can be used to gain heaps of extra lives. Make sure you land right on the top of the rope, then jump up, flap to slow your descent, and land again on the tip of the spring. One red segment should turn white, giving you a 1-up. This can be repeated until the whole pole is white!







To start on any level press A, B, and C and start - and keep them held - on the title screen. Thanks to Luca Moruzzi of Pinner, Middlesex for that helpful hint.

General hints have been provided by Marcus Dyer of London, so here goes:

1-1
A 1-up is revealed if you kick above the block after the third hostage.

1-2
A 1-up can be found by kicking low on the ledge above the fifth hostage.

2-1
A 2-up is found if you jump down to the last bridge support and fire to the right with your shurikens.

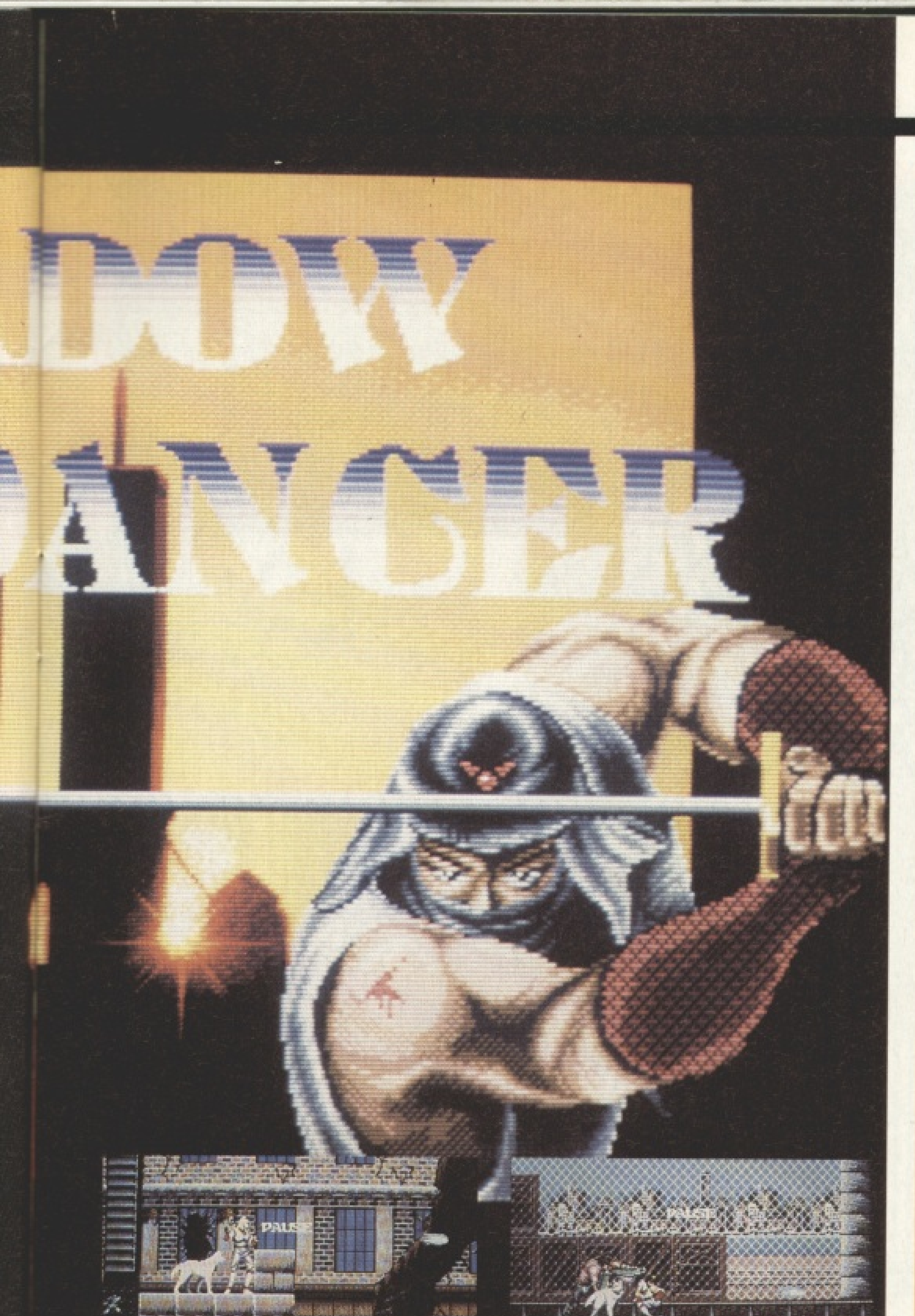
2-2
The 1-up on this level is found at the beginning of the second fence, up against the wall.

3-1
There is a 2-up on the third level of the building at the far right, on top of the crate. However, to get it you must jump down from the level above.

4-1
Once you have jumped over the







first hole, turn around, kneel and fire to reveal a 1-up.

4-2
If you kneel and fire to the left of the third hostage, you will find a 1-up.

ROOM 3
If you slash the right of the first single crate you will reveal a 1-up.

ROOM 5
If you shoot the red light above the door at the end of the level, you will find a 2-up.

BOSS 1
Simply fire at this guy's face as fast as you can when his arms are uncrossed.

BOSS 2
Make sure you are out of range of this monster's arms and then fire like mad at his face. Repeat this a few times and he'll blow up.

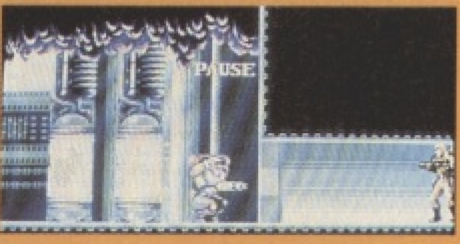
BOSS 3
You can only hit this girlie in the face. With good timing you can hit her whilst she's landing, otherwise you can only hit her when she's throwing the disk, or just after.

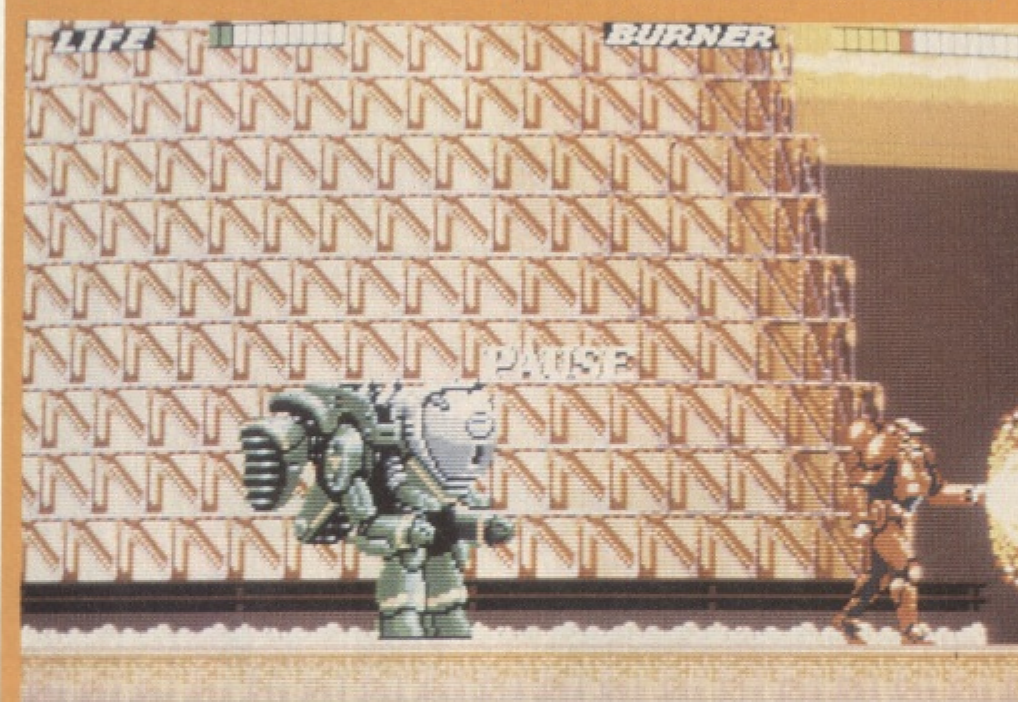
BOSS 4
Stand in the middle of the screen and shoot this guy very quickly in the centre when he stops, or else you'll be fried. If he attempts this, jump as fast as you can in the opposite direction.

BOSS 5
Kill the black ninjas he makes as fast as you can, then while his helmet flies off, walk underneath one of the statues and shoot at his flashing blob once the fire has gone. You can take off two energies every time if you're quick enough. However do not use ninja magic when his helmet's off because it will only take off one energy, so save it for when there are too many ninjas.

ESWAT
After pressing start, the figure and mission appear. You can now choose your starting level by pressing A, B, C, and the directional pad left, right, up, down, all at the same time. A screen will now appear and by pressing left or right a level can be chosen. Thanks to Graeme Ferguson of County Down, N Ireland for that cheat.







MYSTIC DEFENDER
Some hints on how to beat the bosses in this platform/shoot 'em up, sent in by Steve Rawley of Newcastle:

ROUND 1
This is an easy one, just jump to the top of the tree, beam up and fire at him when he somersaults near to you. It only takes about two full-beam shots.

ROUND 2
It's important to keep moving, or the baddies will hit you. The best bet is to use sonic magic.

ROUND 4
As soon as the baddies come out of the lava leap on to the stepping stone. If one of them is facing you, try to leap over him. Only hit them in the back of the head, using Psycho or Flame magic.

ROUND 5
This level contains two bosses. Use Flame magic, keeping the flame pointing up to his face. Also try to dodge his green shots. The second boss can be tackled in much the same way, but mind his sword!

ROUND 7
This is a difficult one! Use Sonic magic against him, although Dragon magic is pretty handy. Keep moving around to confuse your opponent.

ROUND 8
Walk over to the left-hand corner of the screen and stay crouched. Use Sonic magic, and just repeatedly power up and letting rip!

RASTAN

Some hints for defeating the end-of-level guardians have been supplied by Daniel Evans of Southport, Merseyside.

HORSE
Stab downwards to eliminate this threat.

WINGS
Stab either upwards or downwards to kill this baddie.

ARMOUR
Stab down into him to get past.

WIZARD
He should be hit from the side, but take care to avoid the scrolls.

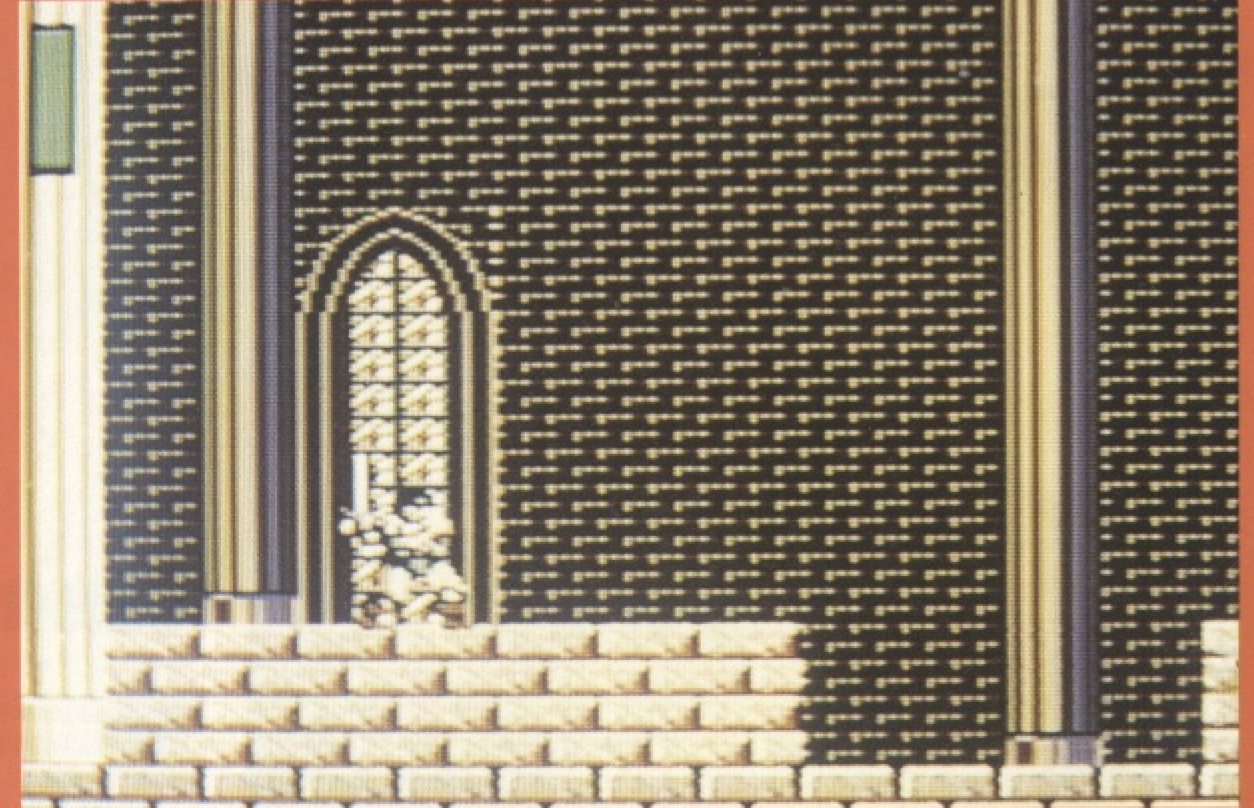
SNAKE
Best defeated by stabbing down into its head.

MONSTER
Obtain a laser weapon from the previous level. Jump up and fire into its neck and head.

LEADER
Simply stab down towards his stomach.

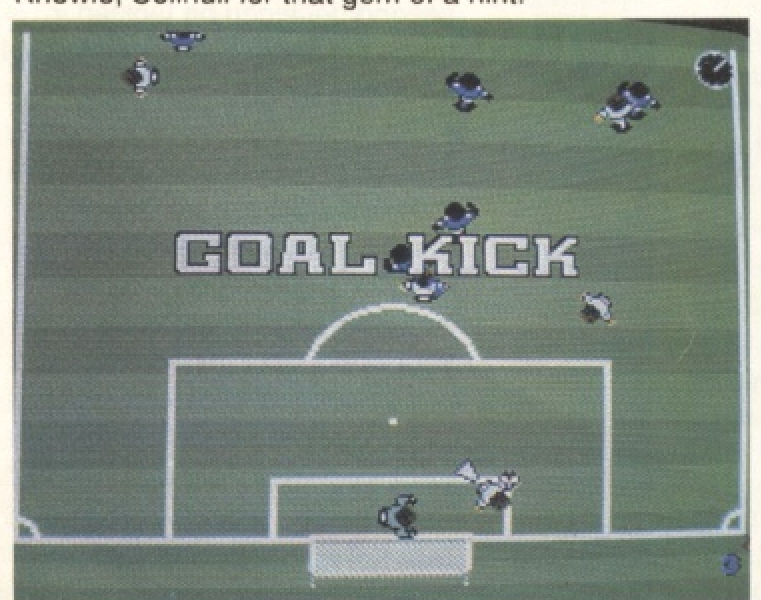






WORLD CUP ITALIA '90

If the group in which you're placed is too tough (or not tough enough), press the pause button. The screen then shows your team in a different group, and simply keep pressing pause until you're happy with the group, then press button 2. Ta to Greg Morris of Knowle, Solihull for that gem of a hint.







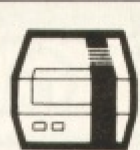
SEGA

GANGSTER TOWN

When you die, your hat is shot off. Now simply shoot it yourself and it should land back on your head, enabling you to continue from where you left off! Many thanks to Alan McNaught of Leyton, London for that tipette.

RAMPAGE

When you've lost all your lives, and the Game Over message has appeared, press both the fire buttons and you'll be able to rejoin the game from where you left off.





DYNAMITE DUX
Here's how to kill the first end-of-level boss. Go to the bottom of the screen and start punching upwards so the boss can't hit you. The level 4 boss, on the other hand, is best tackled by jumping to the middle of the screen when it starts spinning the stones, and continually hitting it on the head! Scott Pattinson of Cruden Bay, Aberdeenshire sent in this helpful advice.

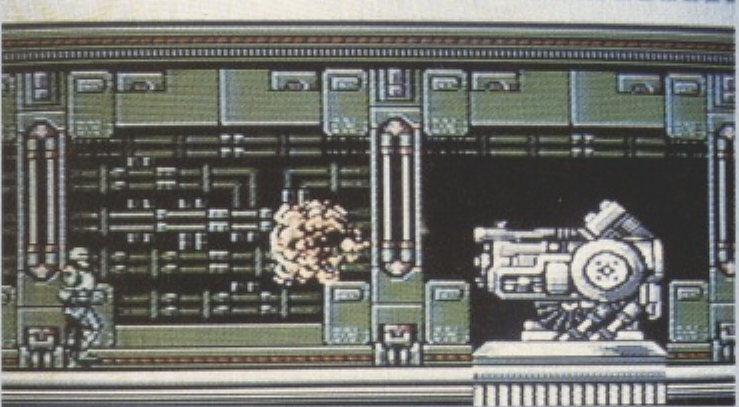
NINJA
Dean Napper of Hemel Hempstead has sent in a useful and bizarre cheat to grab loads of bonus points. Make sure you've got a rapid-fire unit, then kill the first four ninjas and go back to the tree. Now fire straight at it, then tape down (!) your fire button and leave it for 45 minutes. Return to the game and finish the first level and you'll get a bonus of 99999999 points and about 10 lives.

POWER STRIKE
Peter Hayle of Harlow, Essex reckons this is the best shoot 'em up on the Master System - and who are MEAN MACHINES to argue? Anyway, his advice is to stay with the initial weapon, and collect all the power-ups on the first level, bringing the ship to full power. Keep at the bottom of the screen and sweep from left to right to destroy the baddies - simple, eh?

ROBOCOP
Once all the continues have been used, hold down buttons A, B, and select and start together. The screen will now switch to the main title screen. Move the cursor to continue, and carry on from where you left! Thanks to Tony Price of Leyton, London for that helpful info.







GRADIUS
On level 1, before the volcanoes, reverse into the diamond-shaped rock on the far right for an extra life. Fly through the gap in the mountain for a 5000 point bonus. Level 2: after blasting your way through a solid wall you should find a small cave. Reverse into it for an extra life. On level 3, the extra man is just in front of the 37th statue. To beat the end-of-level masters on this level, go to the bottom right of the screen and keep the joypad down. If you want more points keep moving in a curve and fire like crazy! Supplied by Alan McNaught of Leyton, London.

GOONIES II
Edward Roberts from Freckenham, Suffolk, has sent in the following code to be typed in on the Continue screen:

S'G NY4W'!N''!'F

This gives you all the necessary magic items plus six saved Goonies!

GAUNTLET
Tony Charalambides of Maidenhead has sent in this cheat for the mazes and monsters game. If you're stuck trying to open a door, simply stand still for 10 seconds, and all the portals will open. To get to level 79 enter this code:

42C BB1 HZZ

TETRIS
Press A and select simultaneously after completing 25 lines. Now the console will complete the game for you! This cheat for the terminally lazy supplied by Chris Howell of Hornchurch, Essex.

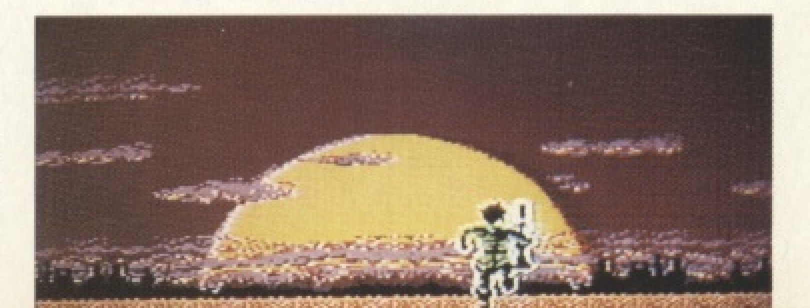
DOUBLE DRAGON II
Steven Lau of Sowerby, Yorkshire has provided the following tip to get an added advantage. Select 2 Player B, then, on the first screen, kill the four baddies and beat up your brother (the one on the screen that is!). Every time he dies, you get an extra life!

METAL GEAR
Snardy Cadette of Walthamstow has sent in the following code for the arcade adventure:

WZRJZ
QZZZD
UJ510
UIQZZ
NZRZE

This takes you to the end of the adventure - just head to the right and then enter the left elevator, and you've completed the game!

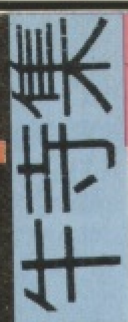
BIONIC COMMANDO
If you need to get out of a level in the middle of a fight, hold down the start button and press the A and B buttons simultaneously. Definitely of use to wimps! Kindly supplied by Alistair Cubacub of Wembley, Middlesex!



GAMEBOY

HYPER LODE RUNNER
When the "level reached" screen is shown, press A to raise the level and the B button to lower it. However, a word of warning; you need a password from level 17 and up! Kindly sent in by James Holt of Warminster, Wiltshire.

TENNIS
This tip works when playing against levels 1, 2, or 3. On returning his service, press Up and B. This should usually send the ball bouncing over his head. If he's close to the net and so are you, press Down and A t make him return your shot into the net. This great 'n dirty cheat comes from James Noake, Barnt Green, Worcs.



MEGADRIVE TIPS

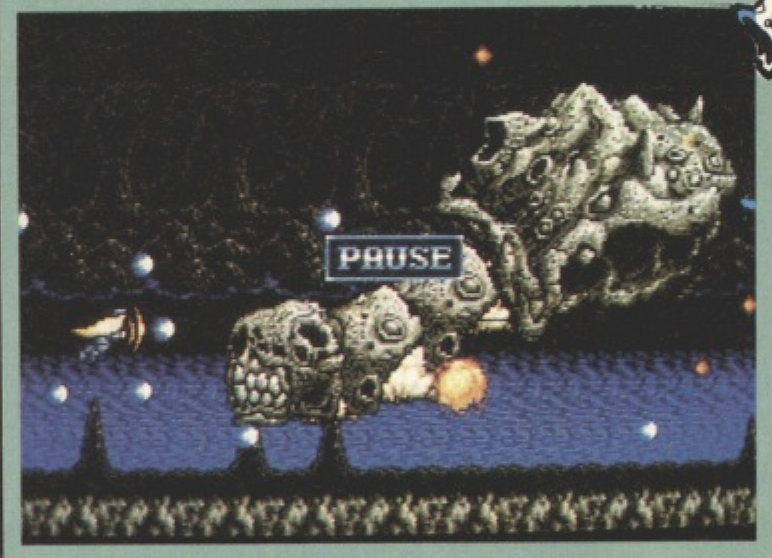


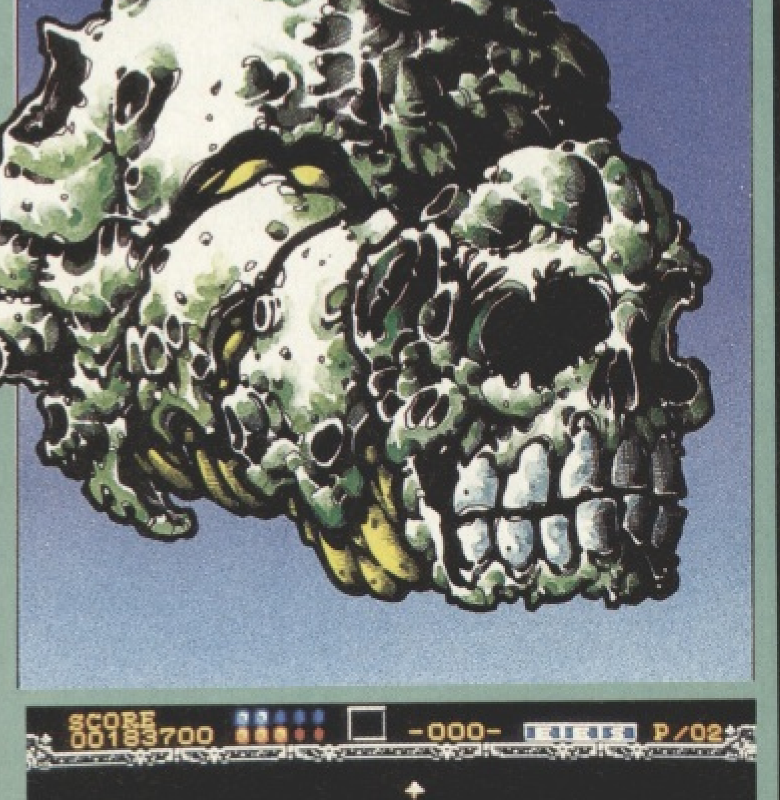
GYNOU

Gynoug scored a massive 91% in this month's MEAN MACHINES (check out the review on page 78), and ranks as one of the greatest Megadrive shoot 'em ups available! Unfortunately, it's also a bit on the tough side, so smart cookies should have a butcher's at these tips from the man who knows, Gary Harrod!

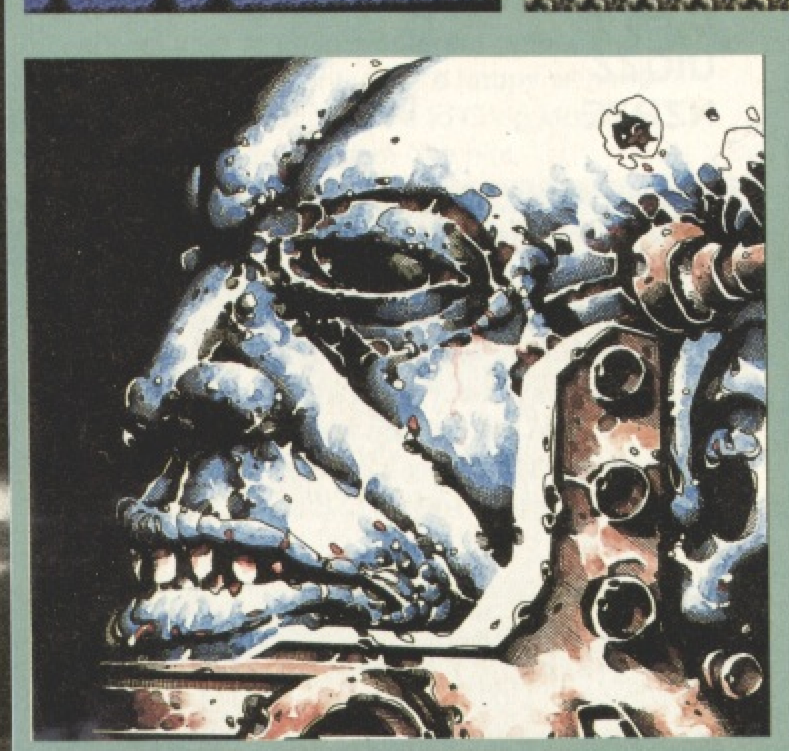
STAGE 1

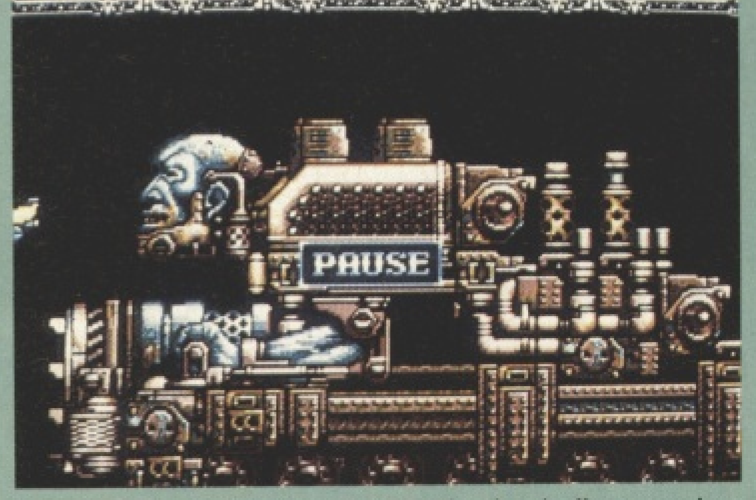
Blast for all your worth at the yellow fleshy parts of level one's mid-level guardian! They're found just under its neck. Simply keep to the left and watch out for the bouncing bullets near the bottom of the screen.











The main baddie of level one is the bullet-spewing locomotive from Hell! Keep to the far left to avoid certain death when it drops out from the sky! Blast away at its blue face to despatch this dreaded 6.15 from Hades!





You need keen reflexes and plenty of shoot 'em up cunning in order to defeat the spectral serpent that lurks mid-way through level three! Check the direction the serpent leaves the screen from, because he comes back at a similar angle...



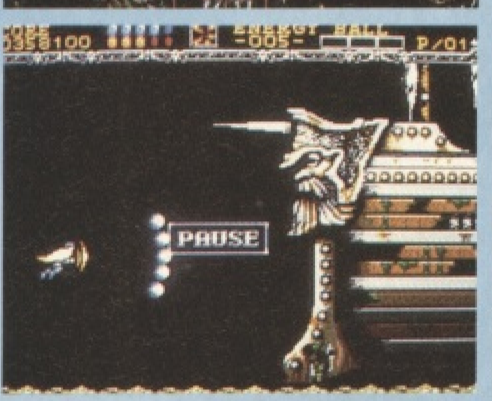
STAGE 2

There's plenty of underwater arcade action when you face this crusty crustacean from the middle of level two! Just keep to the far left and fire away!



A horrifying sunken wreck appears to challenge you at the end of level two. Concentrate your fire on the mast head and then finish off this terror by blasting at the giant purple face! The screenshot opposite shows you the best position to attack from.







GENERAL TIPS

RED FIREPOWER is suited most against the end-of-level guardians. This allows greater mobility when attacking and allow you to concentrate your fire.

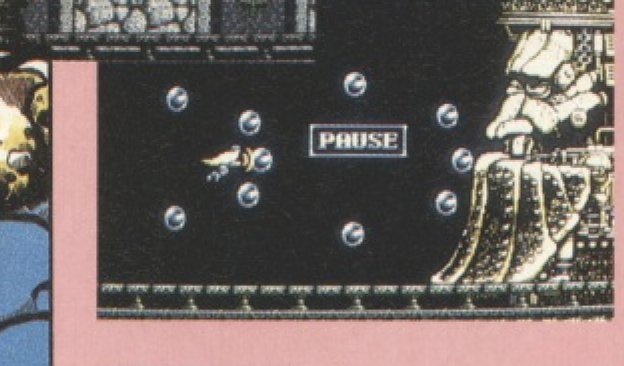


BLUE FIREPOWER is not quite as good as the red weapon, but has the benefit of added protection from above and below due to its unique firing arc. This comes into its own on stage three, when swords rain down from the top of the screen!



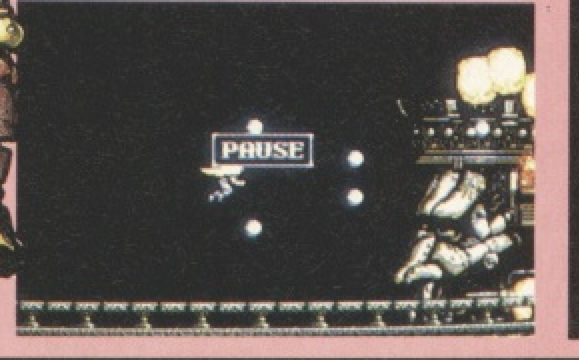
SPEED is essential as Wor is not very mobile to begin with. Collect three feathers to make our hero most controllable, as collecting any more makes our hero far too over-responsive.

STAGE 3









The end-of-level three provides the angelic hero with a worthy opponent - a terrifying burner from the infernal regions of pandemonium! Extinguish his fire by directing your attacks at the blue glow emanating from its mouth!



Gynoug

EXTRA MEN

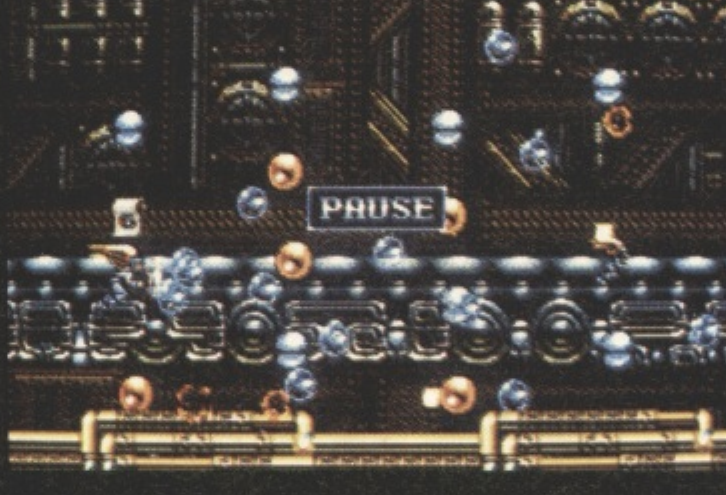
Extra men can be added to your collection during the game. Here are the locations of four bonus lives.

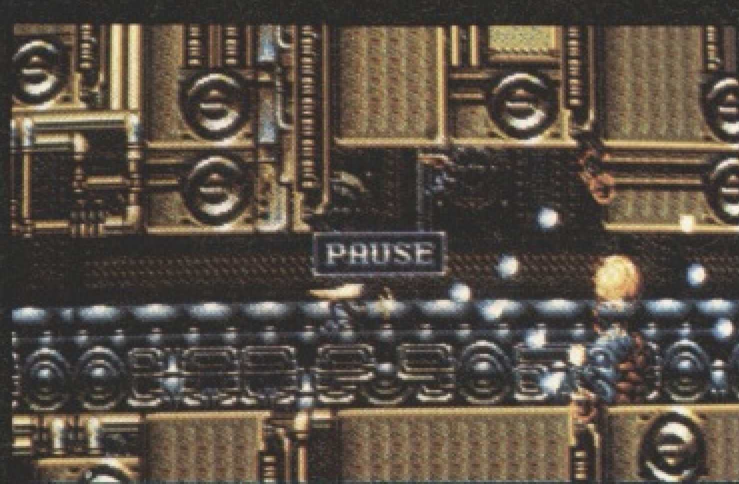


STAGE ONE



STAGE TWO





STAGE FOUR

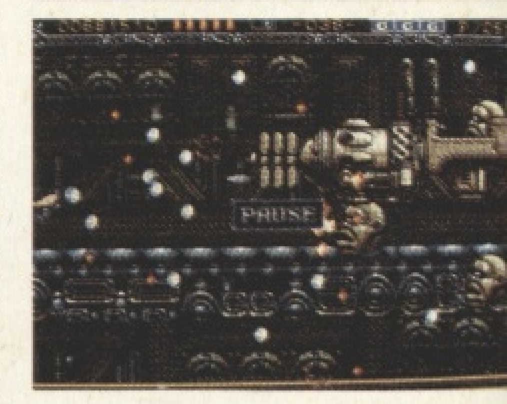
STAGE 4

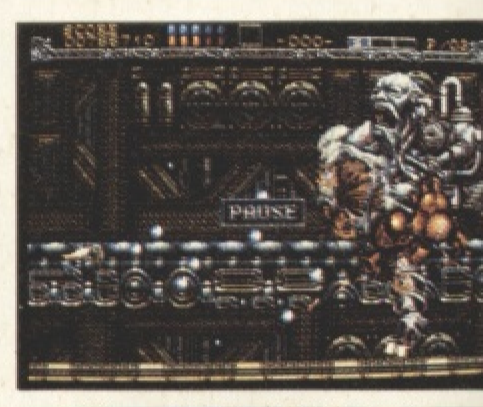
Level four's mid-level mechanical refugee from a Jules Verne novel is best dealt with by keeping to the left. This gives you the best chance of dodging the masses of bullets fired at you! Don't worry about the grey missiles - your own bullets should automatically deal with them!

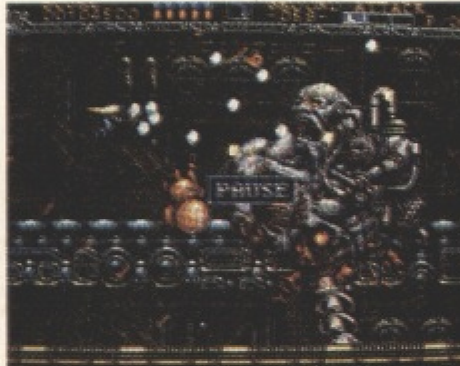


The deformed demon at the end of level four is best defeated by shooting directly for its heart! Concentrate your efforts on avoiding it's deadly diced-carrot fire!









STAGE 6

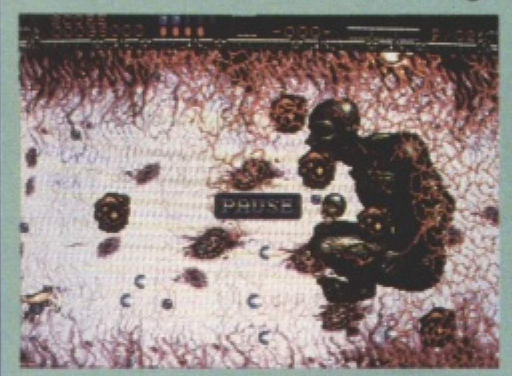
You take to the skies in the final stage to face Gynoug himself, but before you can meet him you must take on all of the previous six end-of-level guardians. Use the same tactics as before against these beasts and be sure to collect as many crystals between guardians to power-up because they aren't any magic scrolls on this level!





STAGE 5

Rapidly blast the orb at the centre of the body to destroy the mid-level guardian. Watch out for the flying rocks that surround the beast - these are indestructable! Keep an eye on the small bullets because these little blighters split into six-way fire right in front







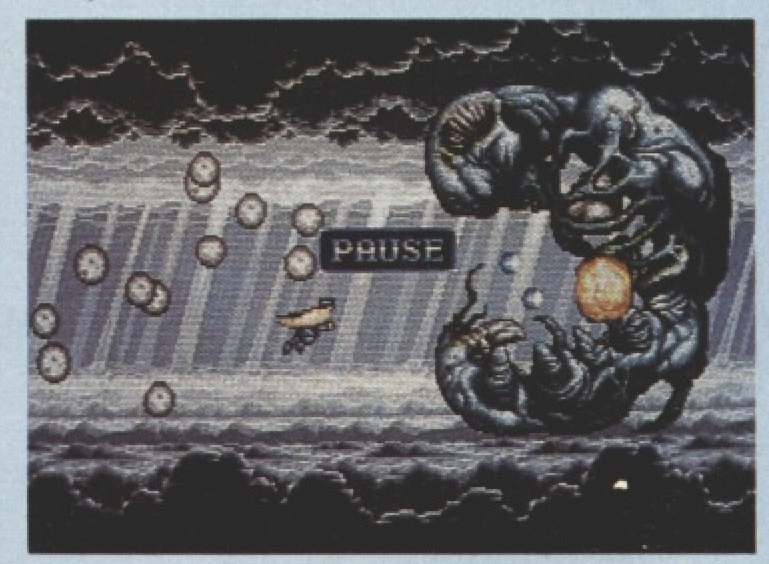


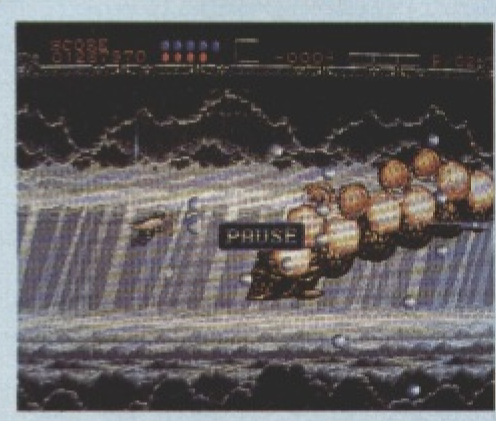
It should come as no surprise to know that the weak spot on this malformed mutant is its face. Stay in the top left corner when attacking. You can destroy the creature's fireballs, but the bullets must be avoided.

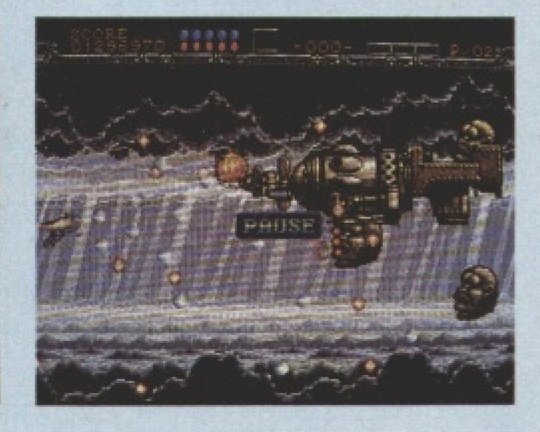




Fast reflexes are in order when you come up against the crippled creature creator, Gynoug. Concentrate your attacks towards the centre of this embryonic entity. At first, your attacks will appear to inflict no damage. Don't worry, they do the job - it just takes a while that's all. Gynoug attacks with circular spores. These take a few shots before they explode, so it's best just to avoid them.









MAGICAL MIGHT

Even Paul Daniels would be envious of the array of magical powers available to Wor throughout the game. Magic is no substitute for pure blasting power - it just makes things a tad easier. See which magic scrolls you prefer to use and try to collect as many as possible for greater power. When you have full power select the magic ready for use, or avoid collecting any more scrolls.





TIPS HE

Can't find that vital super sword to beat the final guardian in your favourite game? Are you constantly being beaten by some seemingly indestructible super-baddie or other? Well, here's where your problems can be sorted. Write in to the MEAN MACHINES Tips Helpline with your question, and Julian "Jaz" Rignall, Captain of the UK Video Game team will see if he can supply you the answer. If not, we'll throw the question open to other readers, who might be able to help. Write to: MEAN MACHINES TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

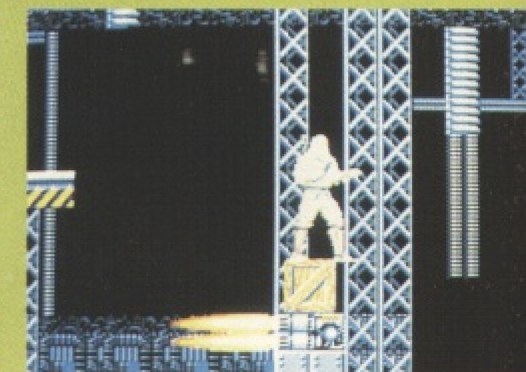
Oh, by the way. When you write in, don't just say "I'm stuck in Shinobi (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay?



ANOTHER UN-Y'S PERSON

Dear Jaz,
I'm stuck on Y's the Vanished Omens. I've reached the end of level bad guy in the caves, which is a bird type creature that splits into bats. But that's as far as I can get. I've been told to avoid the small bats, then attack the bird when he reforms by stabbing its wings. This doesn't seem to work, what am I doing wrong? Please help!
Terry Martin, Wolverhampton
JAZ: Ah! Take your time and stab at the wings only - anywhere else only leads to trouble. It requires practice and patience, but it is possible.





MASTER BEATER!

Dear Jaz,
I'm stuck on level 8-3 on Revenge of Shinobi on the megadrive. I just can't beat the master, I was wondering if you could help me.
Luke, Tilbury, Essex
JAZ: For a start, to stop your girlfriend from getting crushed you need to keep shooting a shuriken into the hole on the left or right hand side of the screen every few seconds - so remember to do that, or you'll end up rescuing a human pancake. To beat the master, crouch-walk towards him, shoot him once and jump away when he throws his wig at you. Keep on repeating until he's dead.

WE WANT MEGAPLAYERS

If you're a gamesplaying genius, why not put your name forward for the MEAN MACHINES Tips Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends!!! The place to send all your Tips Helpline letters is: MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ELECTRIC DEATH

Dear Jaz,
Can you please tell me how to defeat Electrocutioner, the level 3 end-of-level baddie on Nintendo's Batman.
Joe Lovell, Oldland, Bristol
JAZ: He's a bit hard, isn't he. There's no real tactic you can use here, apart from keeping out of his way, and attacking only when he's distracted. Try and throw the spear at him at the start if you've got it, then it's a case of dodging and firing like crazy.

WHERE'S THE RAFT

Dear Jaz,
I have explored almost the whole of the overworld in The Legend of Zelda and I still can't find the raft, so I can float out to level 4, please help me!
PS I own a Nintendo.
Giuseppe Rijitano, Dumbarton, Scotland

JAZ: The raft is in the Island Palace - go down, east, beat the first red knight, then use the fairy spell to get rid of the other two knights, and then you can get to the raft.



MEAN MACHINES MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road, Erith, Kent, DA8 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghouls 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BRS 2HF.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghouls 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gwelter Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchray Drive, Ralston, Paisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streetly, W Mids, B74 3PL is offering help on are Fantasy Zone I and III, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 D9

A pair of Megaplayers willing to help out on Sega games are Nigel Wykes and Steven Fewell who live at 84 Salisbury Road, Gravesend, Kent, DA11 7DE. They're experts at RC Grand Prix, Vigilante, Dynamite Dux, Shinobi, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HQ, Pro Wrestling, Kung-Fu Kid, Psycho Fox, Wonderboy III and Altered Beast.

NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?

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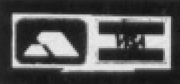
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Hey! Hey! Hey! It's that time of the month where we say "look at the size of that sausage" and then give you the chance to win a Sega Megadrive, the meanest, blackest games machine around. All you have to do is dial the digits and you're on your way...

WIN A GAMEBOY

0839 121 174

Well, butter my baps! It's a handy Gameboy, the portablest games machine in the entire universe. And it doesn't eat batteries like there's no tomorrow. And it doesn't smell of fish when you leave it out in the sun. Want to try and win it? Dial the number and this month it could be yours...

WIN £150 WORTH OF SOFTWARE

0839 121 188

Hell's bell's and cheesy smells! A veritable teetering heap o' wonderful software for your machine is up for grabs on this line. It could all be yours if you win this competition - and you can choose which games you want. Wo-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o!

WIN A GAME GEAR

0839 121 189

More portable than Granny's commode, and more fun than being with the winner of Miss Snog-Lips '90 in a dark room, the Game Gear offers carry-around frolics a-plenty. Fancy trying to win it? Well, what are you waiting for? Move your fingers over the jellybone and punch in the numbers.

WIN A SUPER FAMICOM

0839 121 187

It's megafabaroonisupadociuswoppaskill! What is? The Super Famicom, you klutz, the greatest games machine in the entire universe. Want to try and win it? Dial the number... but be prepared. If you DO win it, you'll have everybody in your town queuing up at your door wanting to play it.

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 44P PER MINUTE (PEAK RATE) AND 33P PER MINUTE (OFF PEAK). NO PROGRAMME IS LONGER THAN THREE MINUTES.



REVIEW

The world is in danger! Six elite terrorist groups are threatening to reduce the world to a barren, featureless planet. At times like this when danger is near and deeds must be done, the Aeroblaster "Trouble Speciality" Raid Unit are dispatched to save the day.

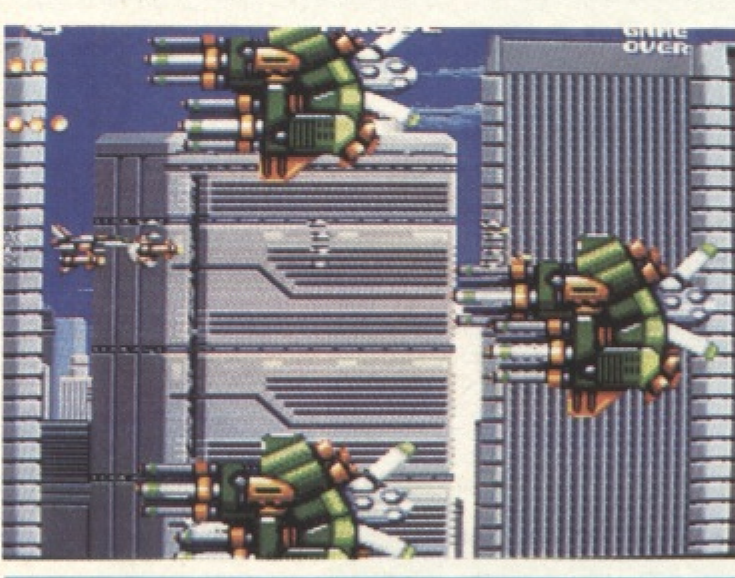
Two fighter pilots, Holly and Mike (no sexism here, although from the looks of their portraits, Holly could easily pummel Mike in a one-on-one fist fight) are sent in, aboard their trusty Buster-class planes. The object is very straightforward. The screen scrolls horizontally and your task as either Holly or Mike is to keep your finger jammed down on that trigger and blast everything hostile that gets in your path.

At the end of each of the six levels, the terrorists have left a little surprise for our airborne heroes. A whole host of very large (and very deadly) end-of-level guardians await before the reign of terror can be brought to an end and our heroes can be home in time for tea.









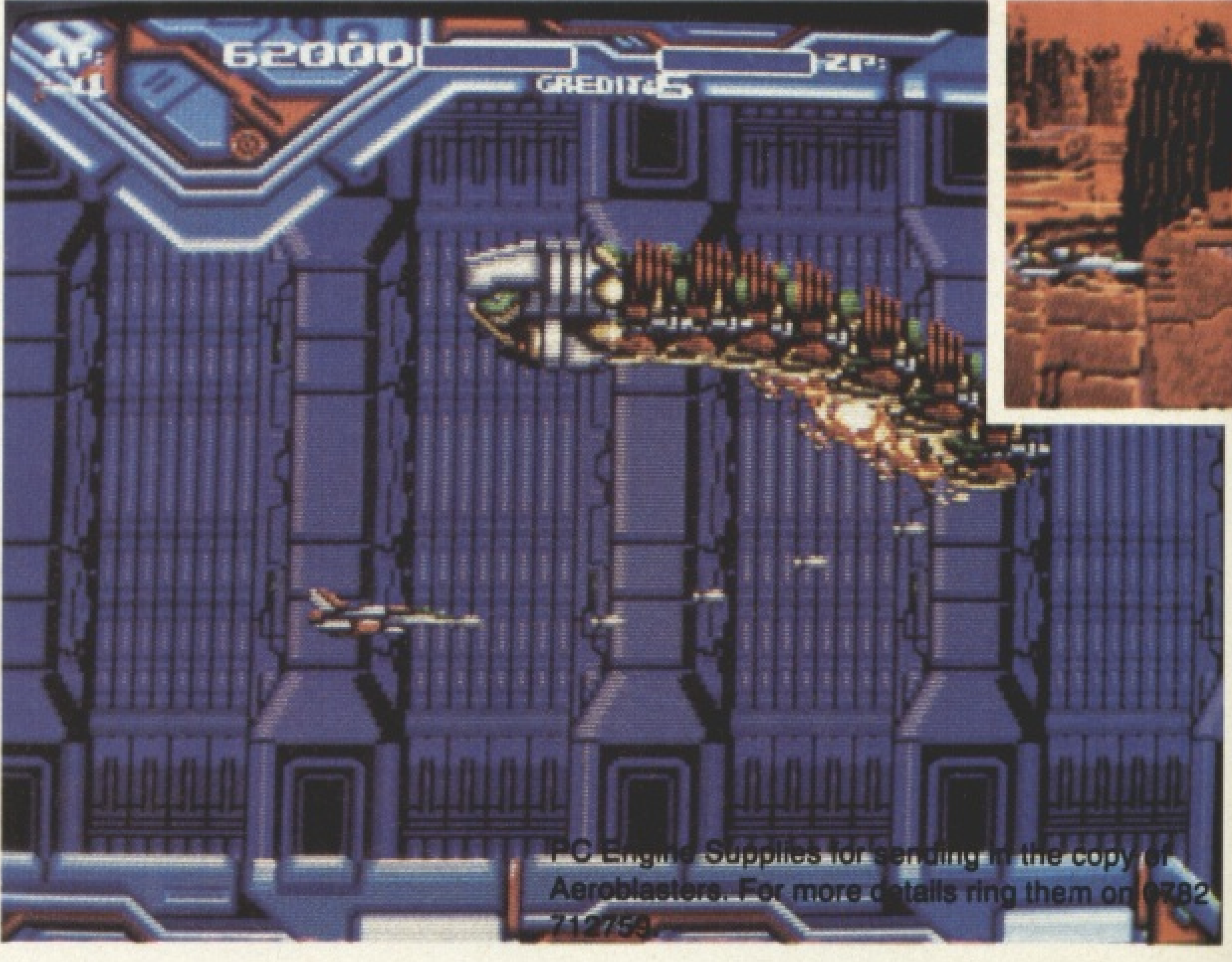
COMMENT





MATT

Why oh why are Sega insisting on flooding the market with scrolling shoot 'em ups? Aeroblasters must be the fifth (maybe the sixth) we've seen this month! On the plus side, it's is a close conversion of the relatively unknown coin-op with great sprites, interesting backdrops and great simultaneous two-player laughs. It certainly kept the MEAN MACHINES team occupied for a while, but it wasn't long before we were all going back to Gynoug for our shoot 'em up thrills. Hellfire and Gynoug are probably the best blasters to go for, but two-player action addicts should have a butcher's at this.



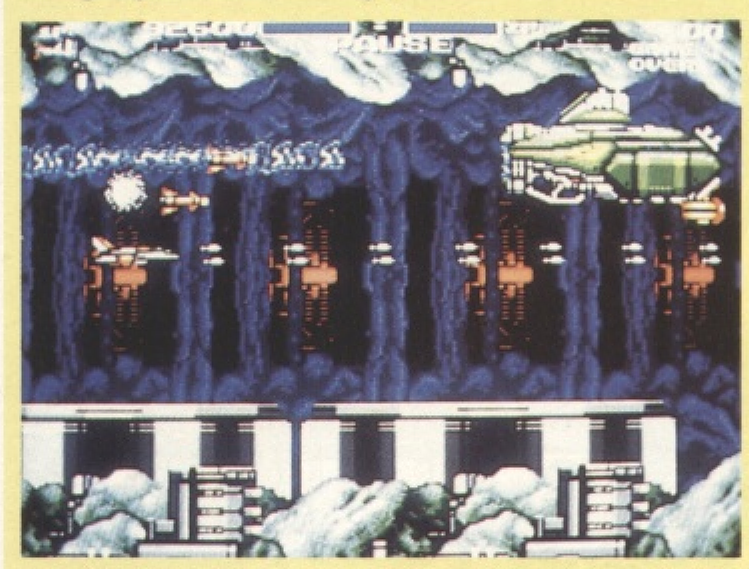
PC Engine Supplies for sending in the copy of Aeroblasters. For more details ring them on 0782 712759.





ALIEN TERRAIN

The terrorists have chosen gruelling terrain for their battle with the Aeroblasters. Level one is set at "SEASIDE FRONT", which is actually in a city (?). "MACHANIZED CAVE" (sic) is the next port-of-call, where our heroes face plenty more blasting and high-speed escapades in thin corridors. Four more levels await, including the terrors of "OUT OF GRAVITY" (in other words, Outer Space) and "DEATH CIRCUS" (don't expect any clowns or high-wire acts though - just more blasting!).

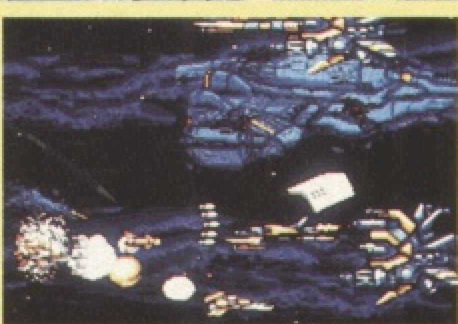


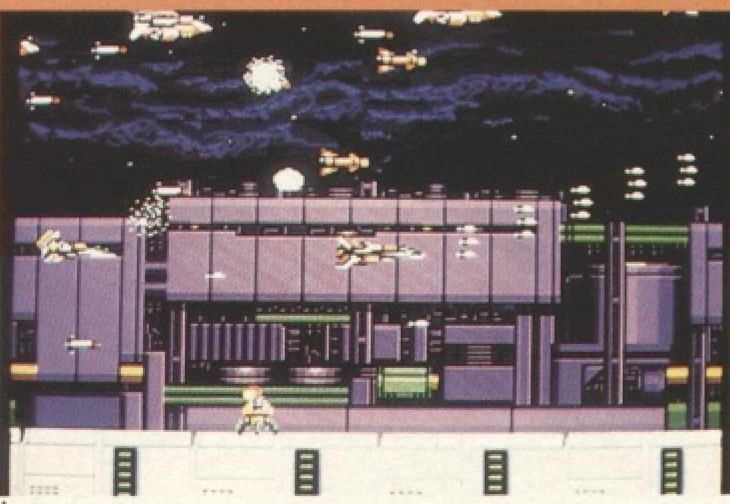
▲ *Homing rockets hit them where it really hurts!*



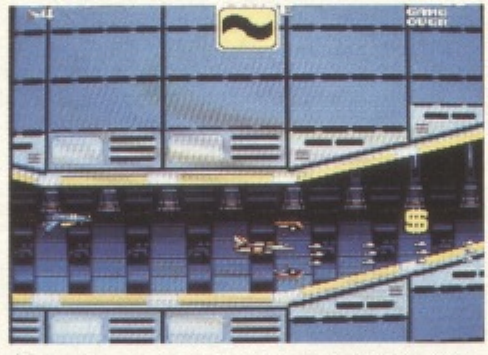
▲ *Entering "OUT OF GRAVITY"*



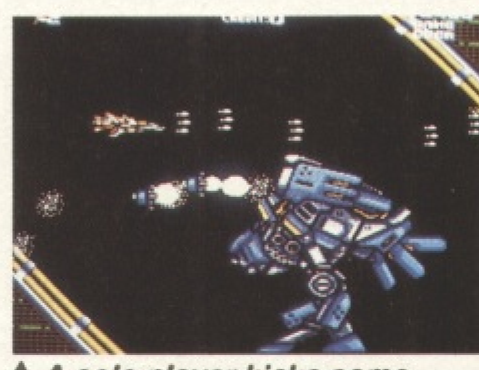




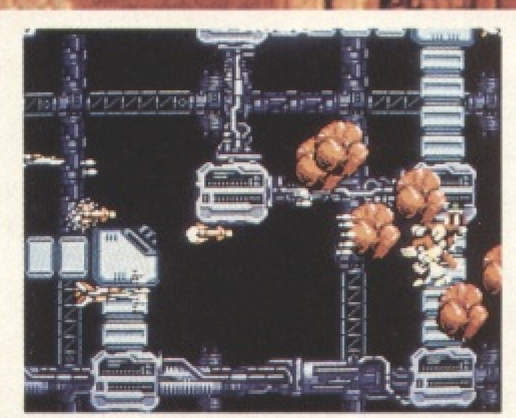
▲ *Two players causing some laser aggro.*



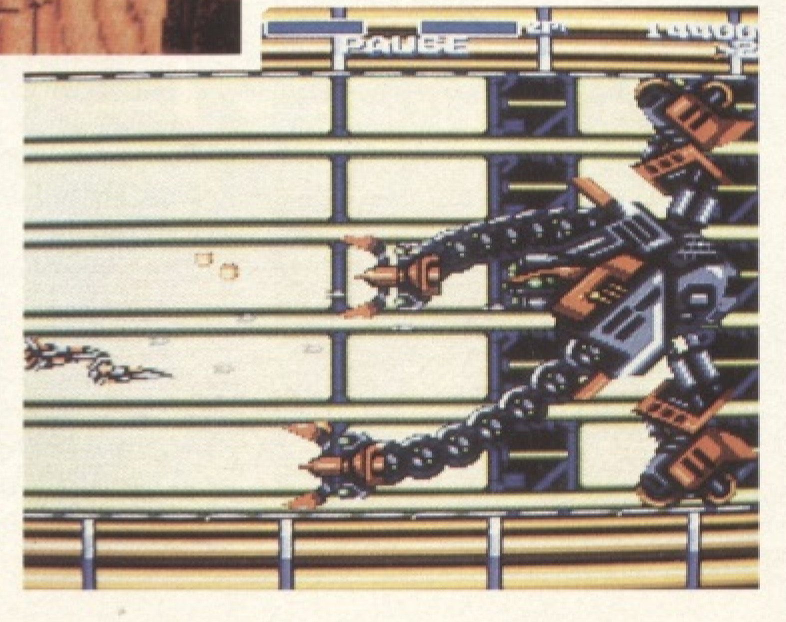
▲ *Here, your ship's got skids (?).*



▲ *A solo player kicks some robotic butt*

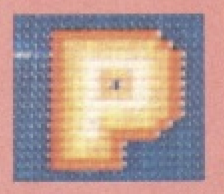


▲ *The red ships buys a one-way ticket to Doomsville, Arizona! Yellow laughs a lot.*



POWER-UPS

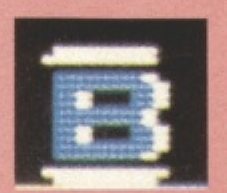
Sometimes stray icons may enter the playing area which players can collect for extra weapons. Supply ships can also be shot to pieces in order to collect a whole host of power-ups. Here's an explanation of each icon and its abilities.



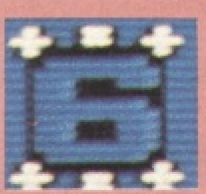
POWER-UP: Increases the amount of bullets your ship can fire. Awesome firepower is unleashed on collection of your third power-up.



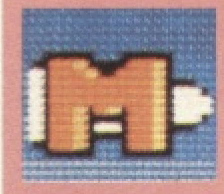
SIDE-ARMS: Two multiples add to the destruction on collection of this icon.



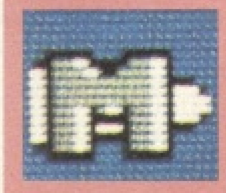
SKIDS: Not of the underwear variety - these skids come in handy for avoiding collision with the landscape, essential when flying through thin corridors.



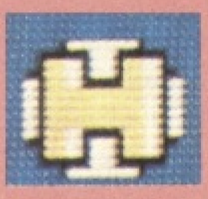
SPRAY: Fires bolts in six direction, covering a fair amount of the screen.



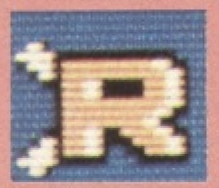
MISSILES: Forward-firing missiles with great destructive potential.



HOMING MISSILES: Much like ordinary missiles, but these green killers track their target.



REAR FIRE: Pretty obvious really, isn't it?

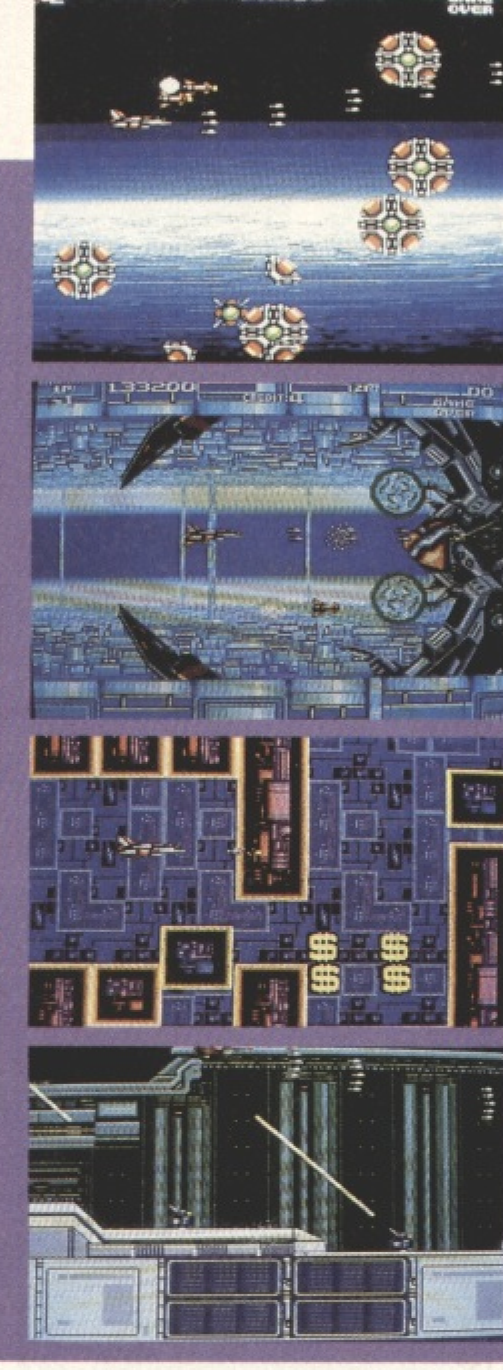


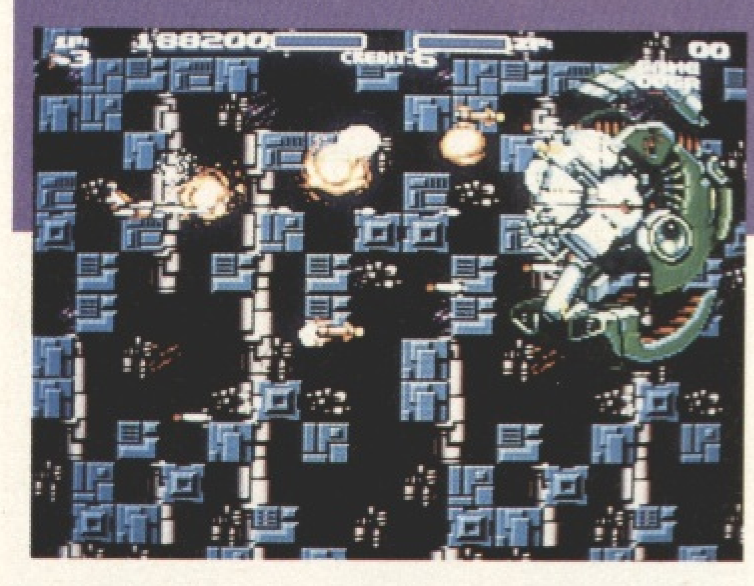
DRONE: About as effective as Barbara Cartland in a pub brawl, this baby hangs around the rear of the ship, slowly shooting off mines in eight directions - one at a time.

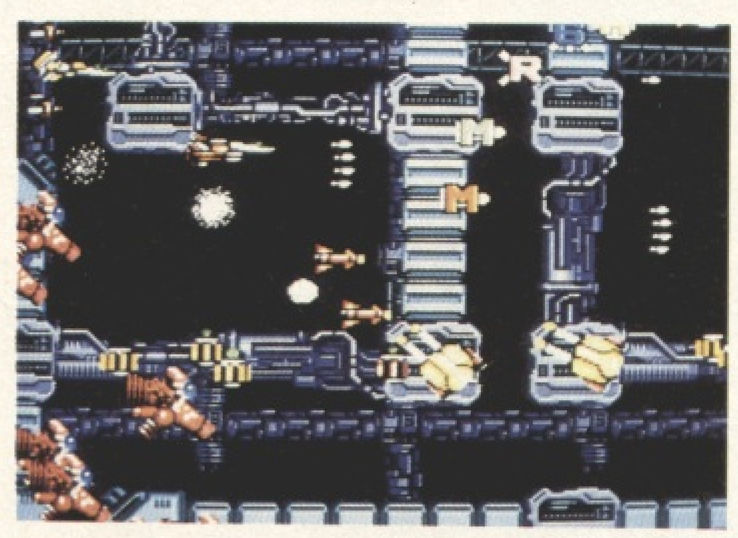
TWO-PLAYER LAFFS

Aeroblasters is one of the few Megadrive shoot 'em ups to allow two players to play at once. This adds an interesting slant to the gameplay. Power-up icons are in short supply, so there's plenty of competition to get to the supply ships first. Players' bullets cannot harm each other, so what one player may lose in the power-up stakes is more than made up for by your partner's covering fire. That's the idea, at least.



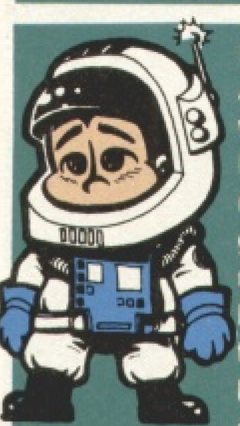






At present this is only available from Megadrive software importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not work on official UK Megadrives unless you have a Japanese games adaptor (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty).

COMMENT



JULIAN

Like Hellfire, Aeroblasters wasn't an arcade hit due to its rather unoriginal gameplay and uninspiring looks. But it has translated to the Megadrive well, and provides plenty of double player death and destruction. My only gripe is that it's easy to complete on the standard level because of the heap of continues, and to get a decent challenge you have to set the difficulty level to maximum. Still, if you're prepared to do that, Aeroblasters is a thoroughly enjoyable and good looking (some of the parallax-backgrounds are superb) blaster which is well worth adding to your collection - as long as you haven't already got several games of this type already.

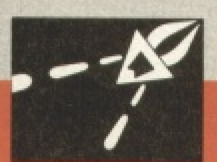


BY: KANECO

PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: 5
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: SLICK

1-2 PLAYERS

PRESENTATION 76%

A nice feel to the game, though there are some very annoying pauses between each level.

GRAPHICS 78%

Fast, smooth scrolling, reasonable sprites and nicely defined backgrounds.

SOUND 61%

Unremarkable tunes compete in their mediocrity with the unexciting spot effects.

PLAYABILITY 86%

Easy to pick up and play, with some nice power-ups to keep interest high.

LASTABILITY 71%

Too many continues mean that some blasters will be able to complete this on their first go!

OVERALL 80%

A great two-player blast, but falls short in the thrill-stakes to compete with Hellfire or Gynoug.



PAPERBOY

It's early morning - time to wipe the sleep from your eyes and merrily jump atop your trusty BMX bike (even if you do want a mountain bike like everyone else). Now, just take a trip to the local corner shop and pick up your daily round of the Daily Sun newspaper. Your early morning mission of mercy is simple. Just deliver your round of papers to the houses of all of your subscribers. Easy huh?

But the paperboy you control doesn't fancy getting off his bike and delivering his round by hand like normal boys of his age. On no, your job is carried out simply by riding along the isometric-scrolling 3D streets throwing the papers at the subscribers' homes, hoping to catch their mailbox or letterbox. Unfortunately, although the inhabitants of this street like the Daily Sun a lot - they don't like you much at all.

COMMENT

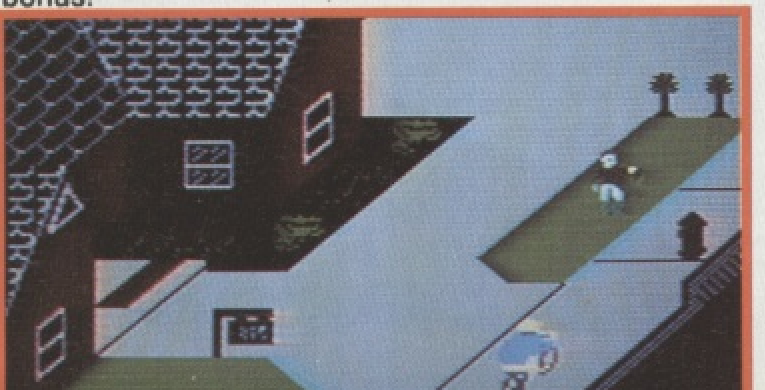


MATT

Dear oh dear... After the fabulous Master System conversion, this NES conversion came as rather a shock. Rather than being as close to the coin-op as the Sega version, it's a jerky parody of the Atari original. The scrolling is smooth enough, but the graphics are a complete mess. The artist responsible for this must have come fresh from nursery school - they're that bad. The sprites look like refugees from Legoland, and the sound is similarly dire. Playability - where's it gone? Your two-speed BMX is completely uncontrollable and reluctant to obey your joypad's commands and the collision detection is completely inaccurate. There's a load of great NES games on the market now, but this crippled cart isn't one of them.

STREETS AHEAD

The average American street is a very strange place, if Paperboy is anything to go by. Subscribers' homes are painted white and the nasty people who don't purchase your fine organ have their homes painted black. Extra points are awarded by using your razor-edged papers to break a few of the non-subscribers' windows. More points can be gained by attempting the BMX assault course conveniently located at the end of the street. Here, successfully hitting targets with your papers gains extra points. Don't dally about though, because there's a strict time limit that has to be beaten in order to receive a juicy bonus!



▼Our hunch back hero hits the streets!

SEGA PAPER-SLINGIN'

Sega owners on the lookout for a decent conversion of the paper-slingin' Atari coin-op need look no further than US Gold's conversion. Out now at £29.99, it's as close a conversion as any Sega owner could hope for and scored a healthy 85% in issue one of MEAN MACHINES. Check it out!





COMMENT

JULIAN

I like Paperboy in the arcades, but this ghastly excuse of a conversion is nothing like Atari's classic coin-op. Horrible, tasteless colours and retarded sprites make the game ugly to look at, and the booming tunes and feeble effects are a sick mockery of their arcade counterparts. This could be forgiven if the gameplay was enjoyable, but sadly it's lacking in that department too. A few games are what it takes to get completely annoyed by the slug-like controls and hopeless collision detection, and after that it's time to put paperboy into early retirement.

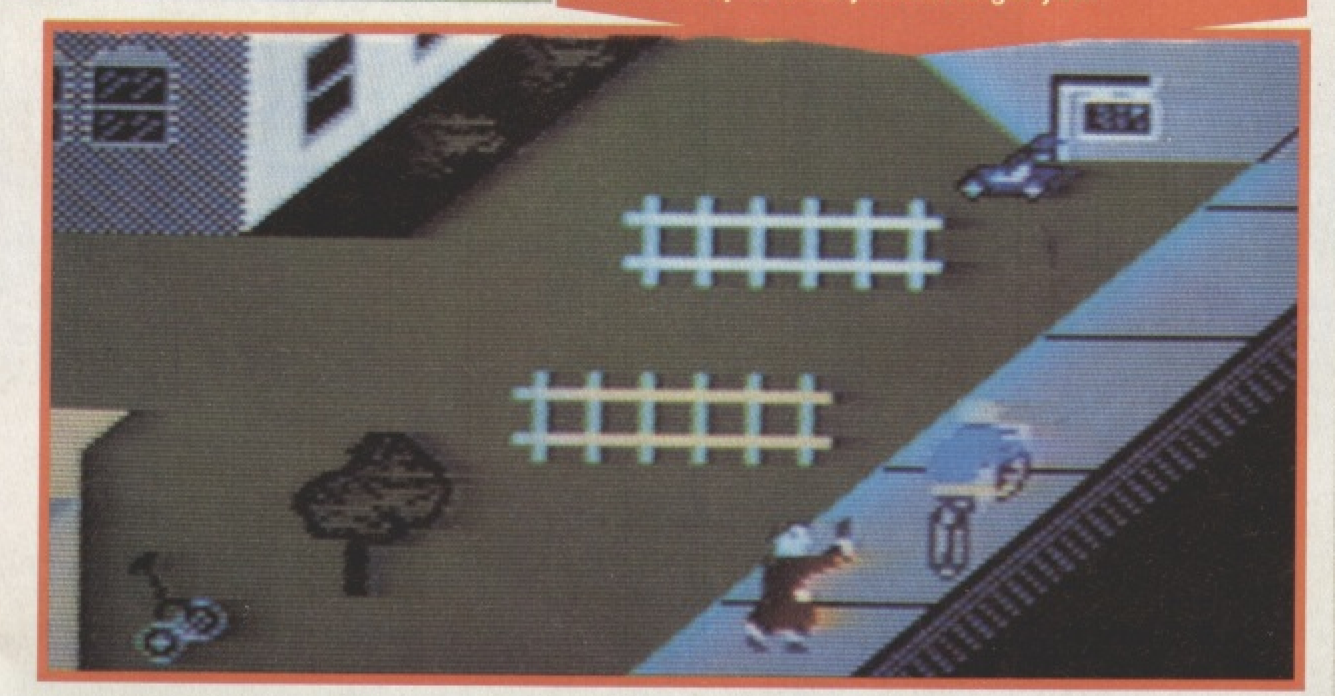
▼ *Make your way to the training course, where many extra points can be collected!*



▲ *Use your papers to vandalise the black buildings!*

PESTERIN' PAPERBOYS

The paperboy's delivering antics are hampered by the sheer amount of bad guys out to get him. Among the hazards you encounter are the likes of breakdancers (obviously freshly arrived from a circa-1983 timewarp), possessed lawnmowers, robbers, rabid mutts, tricycles and skateboarders. It's a good thing that your papers can be used to halt these guys in their tracks. The roads aren't safe either as a multitude of motorcyclists and car owners are feeling particularly blood-thirsty and they're out to get you!



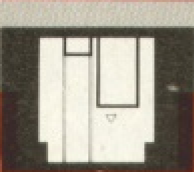


BY: MINDSCAPE

PRICE: £19.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY/MED
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SLUGGISH







PRESENTATION 62%

A few screens, but they're pretty awful and add nothing to the game.

GRAPHICS 36%

Revolting, ill-defined backdrops and blocky, repellent sprites with ghastly colour schemes.

SOUND 34%

A feeble attempt at capturing the coin-op's music and effects.

PLAYABILITY 38%

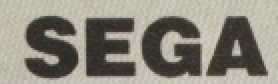
The complete lack of control condemns this conversion from the outset.

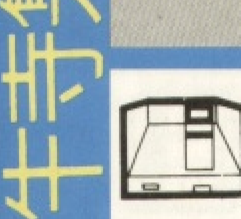
LASTABILITY 21%

Even the three skill levels of the original are missing, and the irritating action won't keep you at the NES for long.

OVERALL 30%

A highly offensive product which weighs in as a sadly derisive conversion of a classic coin-op.





REVIEW

Over on the West Coast of the good ol' US of A, dudes surf, party, and chill out to the sound of the Beach Boys and NWA. What's that got to do with the game? Nothing, really, except wearing psychedelic shorts and a Grateful Dead tee shirt is a must if you want to play this game.

The competition consists of half pipe, foot bag, BMX, surfing, skating, and flying disc (Frisbee to most people). Each event needs its own individual skills, and a practice option gives the chance to hone abilities before joining the competition proper.

With up to eight players participating, the choice is to compete in one, some, or all of the events. Of course if only one player is involved, victory is certain - who's going to beat your score? But there's always the record table to keep you challenged. Trophies are awarded to the top three entrants, although the total after finishing all the events determines the overall winner.

If Muscle Beach and Disney Land are your cup of tea, check this out for a taste of California life!



▲ *Choose your sponsor here - not that it changes the game at all.*



▲ *A massive 950 points for that brill aerial turn!*



Oo-er! Matt displays his ineptitude at surfing! ▶



COMMENT



MATT

The array of sub-games and the skills needed for each event in California Games makes this one of the best multi-player games about; inevitably some people are better at some events than others, guaranteeing an exciting challenge. My particular favourite's the BMX race, whereas Julian prefers Footbag. Some of the events are tricky to learn, especially the Flying Disc and Half Pipe, and this may be discouraging to some players. It's worth persevering though, as California Games offers a varied and thrilling test of anyone's joystick skills.

HALF PIPE

The classic skateboarding event. To gain points, build up speed and perform turns and stunts on the descent. Timing is important to avoid a humiliating crash!

FOOT BAG

Also known as hacky sack, simply keeping the bag in the air is difficult at first. Extra points are had for doing as many stunts as possible, and for five tricks in a row.



SURFING

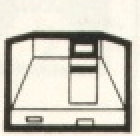
Keeping ahead of the wave is a must, and to keep on the board be sure to enter the water at the same angle you left it.

SKATING

Wiggling up and down provides forward motion, and it's important to jump in plenty of time - or the skater will go flat on her face!



REVIEW









▲ BMX excitement on the dangerous dirt tracks...



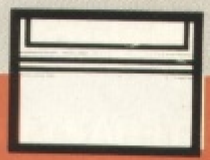
▲ Skate on down to the seafront - if you dare!

CALIFORNIA GAMES®

© EPYX INC. 1987
ADAPTATION © SEGA 1989

BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: SUPERB







COMMENT



JULIAN

I've played California Games more than any other Sega game - it's tough, challenging and very, very addictive. The events are all great to look at, with superb backgrounds and animation, and mastering each one takes a lot of practice. What I particularly like is that it's very difficult to get perfect scores - there always seems to be scope for improvement, and it's that constant challenge that keeps me coming back to play again and again. When you've got a group of mates taking part, the multi-player competition is terrific, and beating each other's records is tremendous fun. If you missed California Games when it first came out, make sure you get it now - it's one of the best Sega games ever!

PRESENTATION 92%

Heaps of options, up to eight players and there are practice and competitive modes - you can even choose a sponsor!

GRAPHICS 93%

Wonderful attention to detail throughout the games, great animation and plenty of amusing touches.

SOUND 85%

This is as funky as the Sega gets, with good tunes and great spot effects.

PLAYABILITY 95%

Varies from game to game, but always very high.

LASTABILITY 91%

Multi-player options and tricky-to-master techniques keep you coming back to break your records.

OVERALL 93%

Varied challenges, superb animation, and loads of challenging fun!

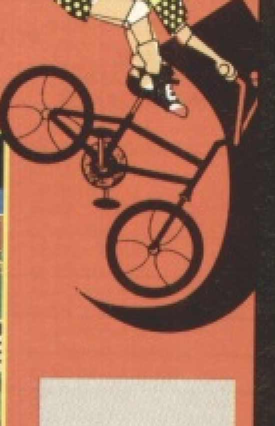
FLYING DISC

A tricky event, the throw has to be of a minimum length to stand any chance of a catch. Diving catches give bonus points but require split-second timing.

BMX

The classic stunt course provides chances for bonus jumps and twirls - provided care is taken not to collide with the obstacles! Speed is important, but so's stopping at the end - remember to brake!







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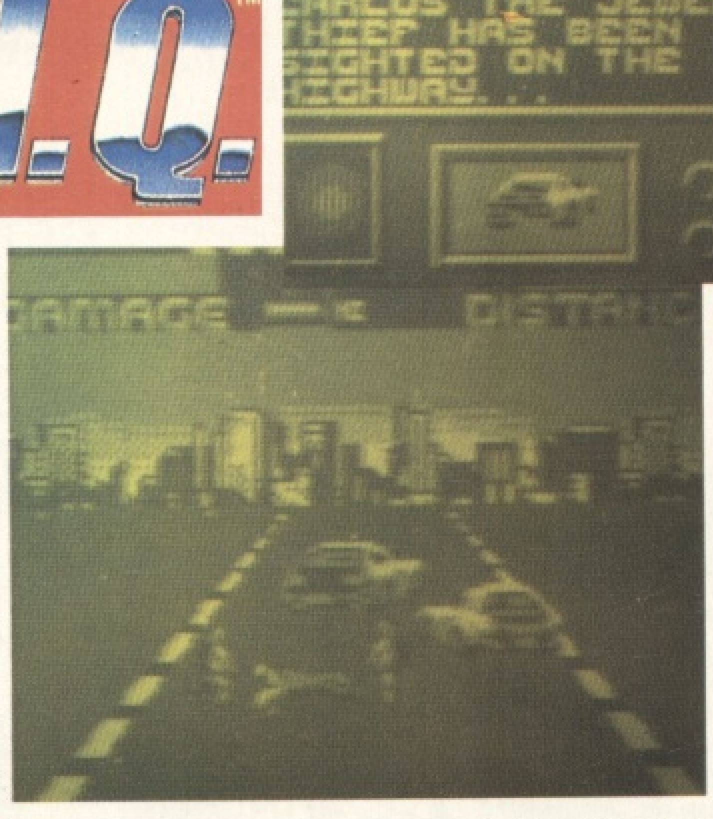
GAME BOY

MEAN MACHINES HAS EXPANDED GAMEBOY REVIEWS TO ONE PAGE EACH! HERE'S THE HISTORIC FIRST ONE - AND THERE ARE TWO MORE TO COME! BRILL, EH?



Raymond and Tony are two mean, strutting Miami Vice-type dudes, who travel the 3D scrolling streets in their armoured Porsche, barging criminals off the highways in thrilling, excitement-laden all-action car chases.

There's five levels in this game and each one starts by first apprehending your target (60 seconds are put aside for this) and then barging his turbo-powered mean machine off the road - you've got another 60 seconds to complete that task before Nancy, Chase HQ's co-ordinator sends you merrily along to your next mission.





Taito's coin-op was the first arcade machine to actually encourage violent contact with other vehicles. Although the graphics were barely comparable with the likes of Outrun, it scored because of the fast and furious action and brilliant speech (remember the infamous "Let's go Mr Driver"?). Taito's sequel, SCI, retained the basic formula, but added extra weaponry like shotguns, pistols and bazookas!

TURBO TACTICS!

For the times when the going gets tough, Raymond and Tony can boost their motor's performance with one of three turbos. The best advice is to save these for the enemy vehicle in order to repeatedly smash his car in at the highest speeds!



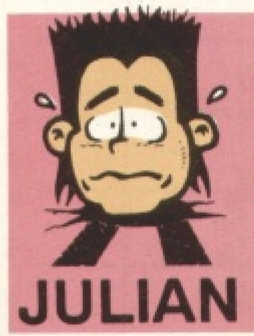
COMMENT

WAH... WAH...

Something's definitely wrong here. Jerky 3D, awful graphics and wobbly sound combine to make the Gameboy version of Chase HQ a grave disappointment. The gameplay's awful as well and the Porsche is barely controllable. Nothing at all like the monster arcade machine.

MATT

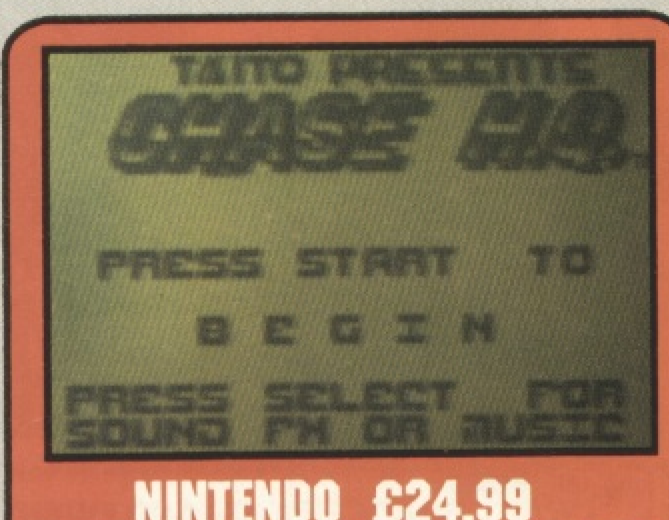
COMMENT



I had very high hopes for this, but they were dashed as soon as I saw the unrealistic, jerky 3D graphics and heard the incredibly awful sound. Playability is very low due to an awful control method, and all it takes is a few goes to put you off playing for good.

JULIAN

STAGE CLEAR BO
TIME BONUS
TOTAL SCORE
HIGH SCORE



NINTENDO £24.99

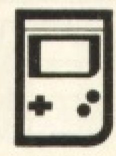
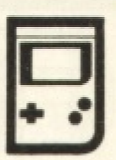
RATINGS

PRESENTATION	50%
GRAPHICS	47%
SOUND	52%
PLAYABILITY	41%
LASTABILITY	40%
OVERALL	42%









In this Gameboy adaptation of the classic Gryzor coin-op, the player becomes the Contra - the ultimate combat soldier! His job is simple. Five areas have been infested by evil and twisted enemy soldier and their associated machines, and it's your express intention to enter each of the territories and singlehandedly blast away all the enemy soldiers you can find.

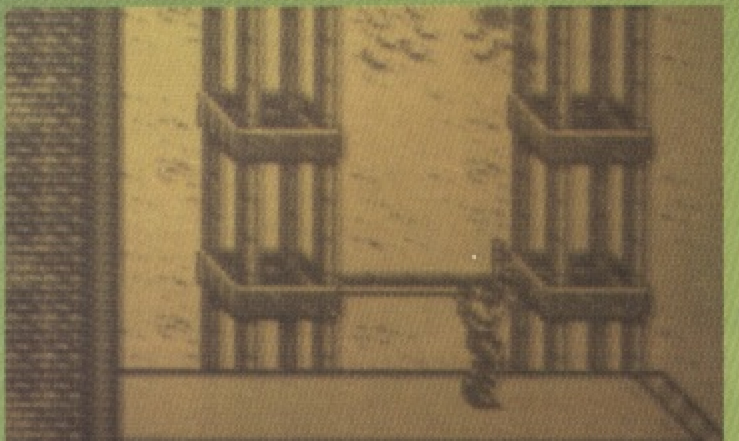
But beware! At the end of each multi-directionally scrolling level is a terrifying bastion of end-of-level terror, and it's your job to shoot them into oblivion and beyond. After that, the world is safe! Hurrah!

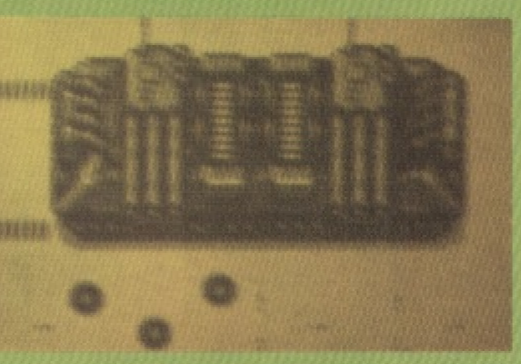
COMMENT



JULIAN

A beezer blast and no mistake! This is great fun, and packs plenty of action as you battle your way through heavy defences. Occasionally it's difficult to see what's going on, but other than that, this will keep arcade game fans happy for weeks.







Contra is different from its coin-op parent in a number of ways. For a start the levels have been completely redesigned! Levels one, three and five are side-on shoot 'em ups whilst a top-down pseudo-3D look makes up levels two and four, making them look like a pretty decent Ikari Warriors clone!

COMMENT



MATT

Brill! There aren't that many decent shoot 'em ups available on the Gameboy, but Contra more than redresses the balance. The blasting action is brilliant and really addictive - more than enough to keep any shoot 'em up veteran happy. With great graphics and humping soundtracks, Contra is an essential buy. Go forth and purchase this now!



CONTRA ARSENAL

There's plenty of power-up weaponry available to the battle-hardened Contra. There are three different types and each can be powered-up to improve their destructive prowess.



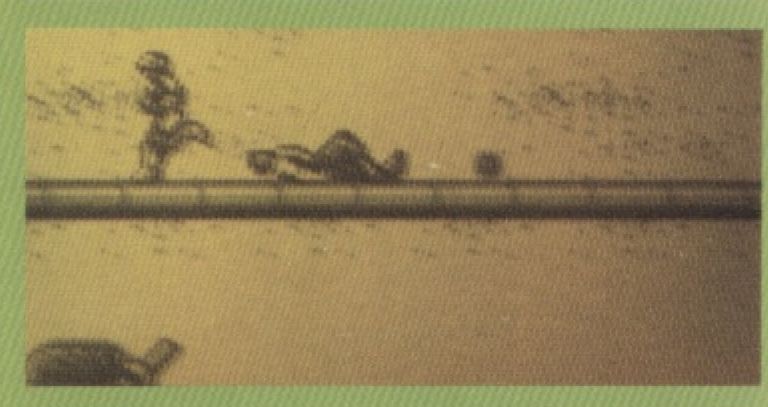
SPLIT: The best for full-frontal attack, sending photons flying in two, three, or five ways!



FIRE: The most powerful front firing weapon - cutting through all in its path!



HOMING MISSILES: Sometimes having to aim a weapon is just too much...



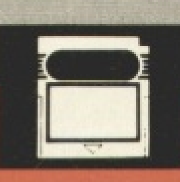


NINTENDO £24.99

RATINGS

PRESENTATION	90%
GRAPHICS	89%
SOUND	91%
PLAYABILITY	93%
LASTABILITY	89%
OVERALL	91%









NINTENDO



REVIEW

GAU

The warriors of the dungeon are back, and their challenge is even more difficult than ever! The burlesque barbarian, the voluptuous valkyrie, the wizened wizard, and the exiguous (that means small to you lot) elf are out once again to defeat the forces of darkness by travelling through 100 levels of manic maze action, blasting nasties and generators, collecting food, drink and keys, and generally trying to stay alive!

Not only are there monsters from the first Gauntlet, such as the ghosts, lobbers and Death, but new creatures to deal with, namely some very large fire-breathing dragons, and the IT monster, which turns everything into a lethal game of tag!

Have you got what it takes to run the Gauntlet?

THE HEROES



THOR THE WARRIOR
ARMOUR: Tough skin - eliminates 20% of damage
SHOT POWER: Excellent - twice normal power
HAND TO HAND: Excellent (Battleaxe) - can destroy generators
MAGIC POWER: Poor - damages most monsters, but no generators



THYRA THE VALKYRIE
ARMOUR: Shield - eliminates 30% of damage
SHOT POWER: Poor
HAND TO HAND: Good (Sword) - can destroy generators
MAGIC POWER: Moderate - damages most monsters and generators



MERLIN THE WIZARD
ARMOUR: None
SHOT POWER: Good
HAND TO HAND: Poor (No weapon) - cannot destroy generators
MAGIC POWER: Excellent - destroys all monsters and generators



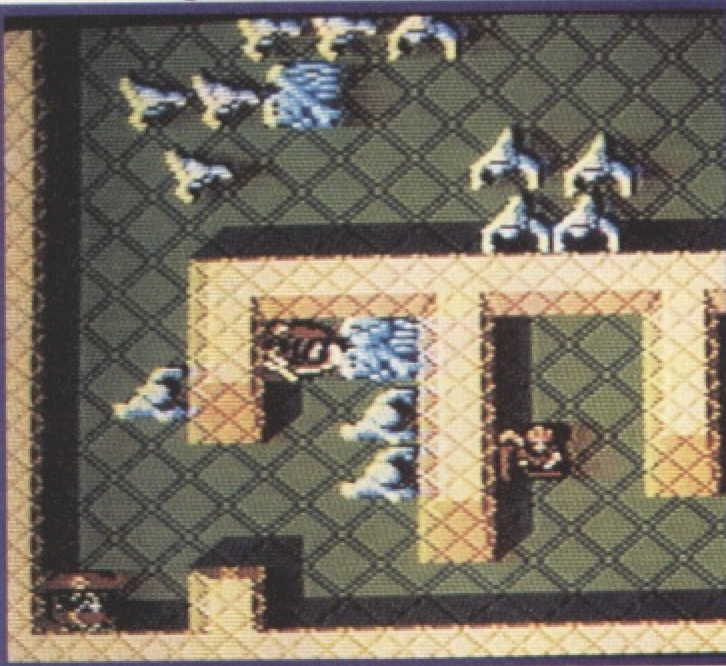
QUESTOR THE ELF
ARMOUR: Leather - eliminates 10% of damage
SHOT POWER: Poor
HAND TO HAND: Moderate (Dagger) - cannot destroy generators
MAGIC POWER: Very good - destroys almost all monsters and generators

HARK, THE HERALD HACKERS SING

One of the most astonishing features of this Nintendo conversion is that it includes all the coin-op speech - and there's a lot! While you're playing, expect to hear things like, "red elf shot the food", "blue wizard, your health is running out", "yellow valkyrie is it", "blue barbarian now has temporary repulsiveness" and "green valkyrie now has reflective shots". It's certainly the chattiest Nintendo game we've ever heard!



▲ *Ghosts 'n' goblins? Nahh...*



▲ *Red Valkyrie, grab that food!*



COMMENT

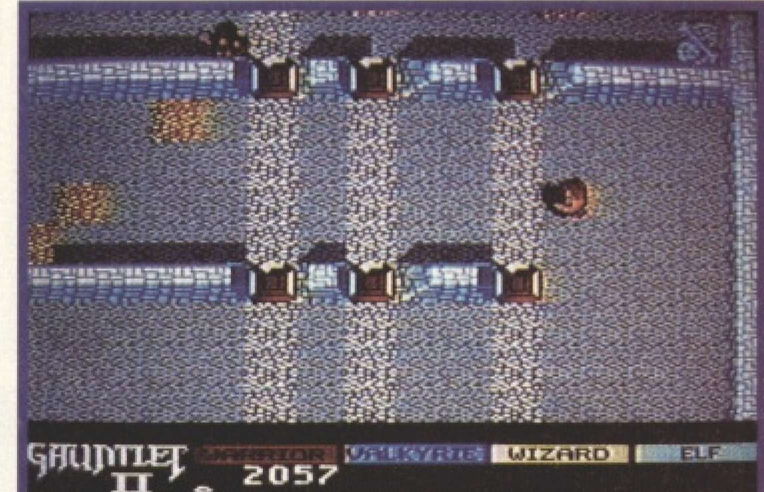
MATT

I'm a great fan of the Gauntlet games, and Gauntlet II simply blew me away. Graphically excellent, and audibly superb (there's all the speech from the coin-op in there, too!), this has a level of addictiveness that just doesn't let up, no matter how repetitive the action may seem. With the four-player option as well, Gauntlet II represents excellent value for money, and fans of the genre and the coin-op would do well to grab it quick.







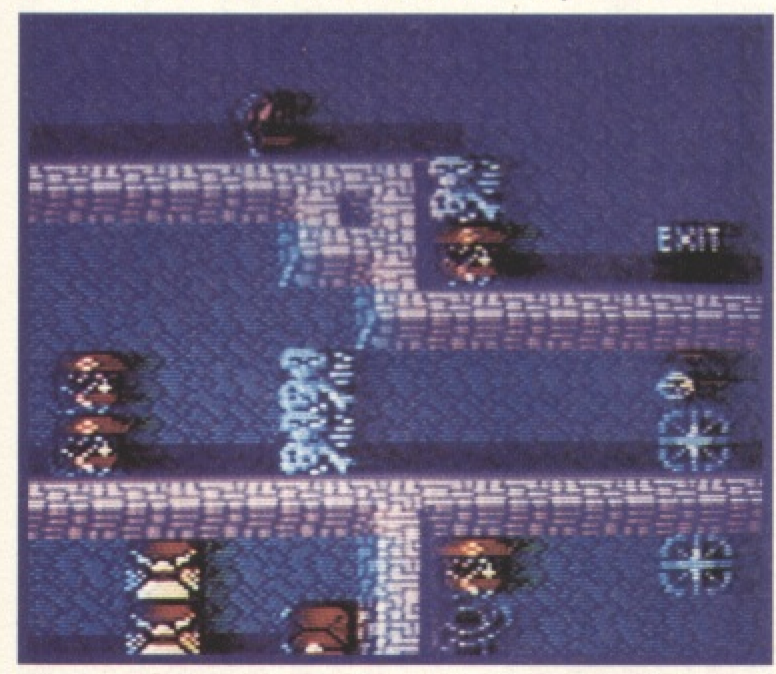


▲ Watch out for those stun tiles!



▲ Deaths everywhere, but there's a potion!

MEGA GAME



▲ There's the exit!

PERKY POTIONS



EXTRA ARMOUR

Increases protection from hits



EXTRA MAGIC POWER

Increases the effect of all potions



EXTRA PICK UP POWER

Increases carrying ability to an unlimited number of items

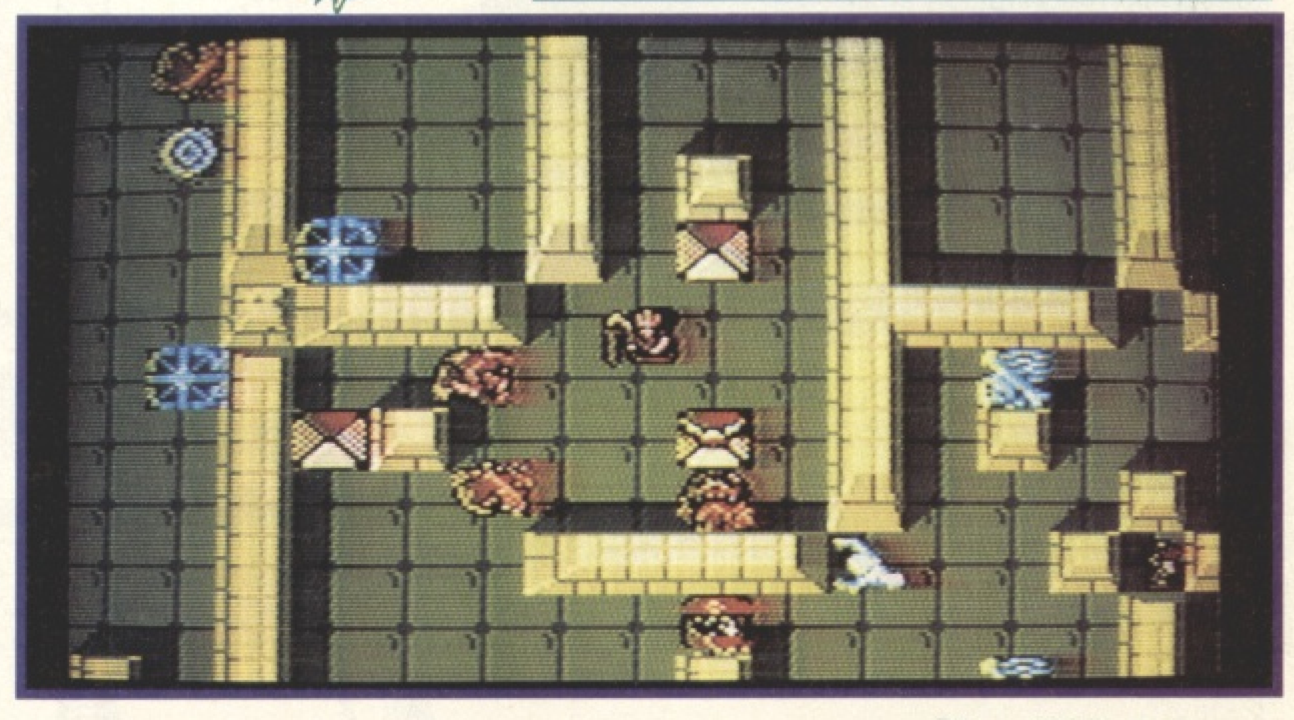


EXTRA FIGHT POWER

Increases hand to hand combat strength

FOUR-PLAYER FLASHINESS

The NES version of Gauntlet II differs from almost every other game on the machine (with the exception of Super Off-Road) in that it allows four players to participate at the same time, utilising the Nintendo Four Score, a fancy widget that allows four joypads to be plugged in at the same time! The only disadvantages to this are; firstly, the thing requires a whopping six AA batteries, and secondly, with four players, the riotous action is more than likely to spill out of the screen, resulting in more than a little aggro in your front room!



▲ What flippin' exit?

▲ Welcome, Red Warrior!

▲ A-maze-ing stuff!

▲ Quick, grab that potion!

▲ Don't just stand there - blast something!

▲ So near, but yet so far...

COMMENT



JULIAN

What an astonishing conversion! Boasting stunning graphics and awesome special effects, Gauntlet II is one of the finest coin-op translations I've seen on an 8-bit system. It's got all the fun and action of the original machine, and when played with two or more players, it's one of the most enjoyable games you'll play on the Nintendo. The game is a bit easy when you play it on your own, but it's just so brilliant you just want to keep playing anyway, since the order of the screens is random and there's always plenty of surprises around the next corner. Arcade addicts should make this a priority purchase.



BY: MINDSCAPE
PRICE: £34.99
RELEASE DATE: APRIL
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: BRILL

PRESENTATION 84%
A nice title screen, four-player option and multi-character choice.

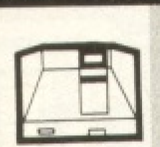
GRAPHICS 90%
Bags of colour, excellent animation, smooth scrolling and hardly any flicker. What more could you want?

SOUND 97%
An excellent rendition of the coin-op's title track, along with all the spot effects and all 600k of speech!

PLAYABILITY 93%
Addictive from the outset....

LASTABILITY 88%
...and will have you hooked well into the small hours. The four-player option also helps to elongate the game's lifespan.

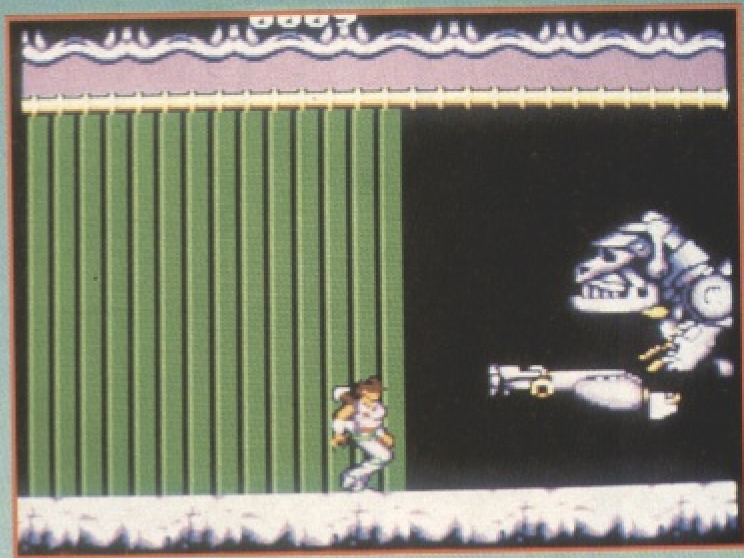
OVERALL 90%
A brilliant conversion of a great coin-op, and one that warrants immediate attention.



REVIEW

The Grand Master is a pretty evil chap. Well, what could be more evil than coming to Earth with a massive contingent of space fighters and proceeding to take over the world? Strider Hiyru and his merry band of roaming martial artists watched the carnage in their island hideaway on an island is the South Sea.

Strider decides to use the deadly martial artist skills endowed on him to bring about an end to the evil tide of death and destruction devastating the world. This generally involves negotiating five levels of four-way scrolling action, dealing with an evil guardian at the end of each.



▲ *Attacking the metallic gorilla on the second level.*



▲ *Totem poles make Strides do a dance!*

WHERE IT ALL HAPPENS

Strider begins his alien-killing antics in Kazafu, a small province where the aliens first landed. The guards here are little more than sword-fodder and it shouldn't be too long before Strider moves on to Siberia, where he fights off rabid wolves until he reaches a mighty alien battle cruiser. Later levels include an Amazon forest and the Third Moon - the Grand Masters deadly domain!

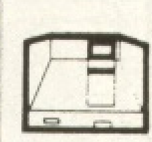


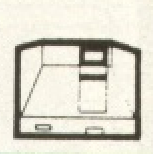
KAZAFU



AMAZON









▲ Ballet dancers try to pas de deux Strider to death.



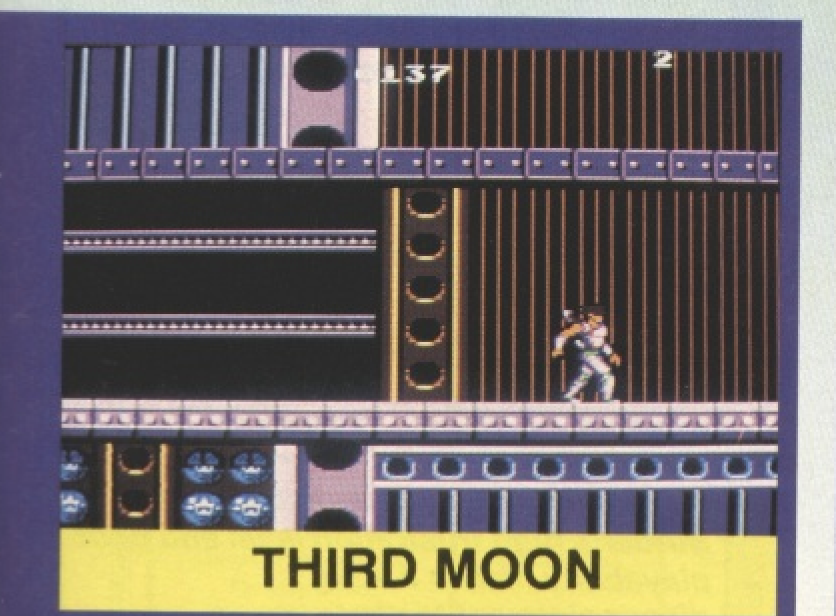
COMMENT

MATT

To say I'm disappointed with this is the greatest understatement of the year. Strider may have smooth scrolling and okay sprites (although the Strider sprite seems to change size at times and sometimes hovers over platforms!), but the playability is sadly lacking. Strider can't duck under bullets, is sadly unresponsive and loses energy rather quickly. A hideous death is unavoidable, since there doesn't appear to be any extra energy icons to pick up. I can't recommend this unpolished effort at all.



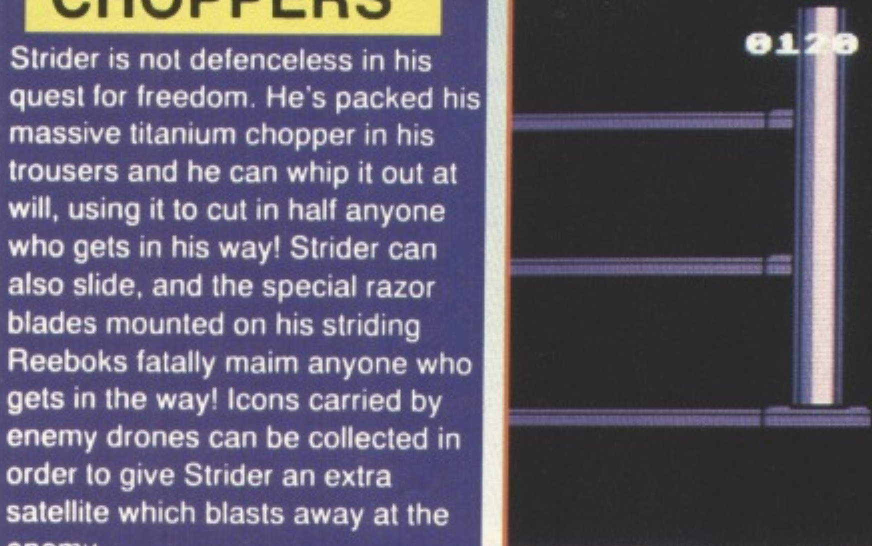
▲ Midget Russkies are easily despatched with his chopper.

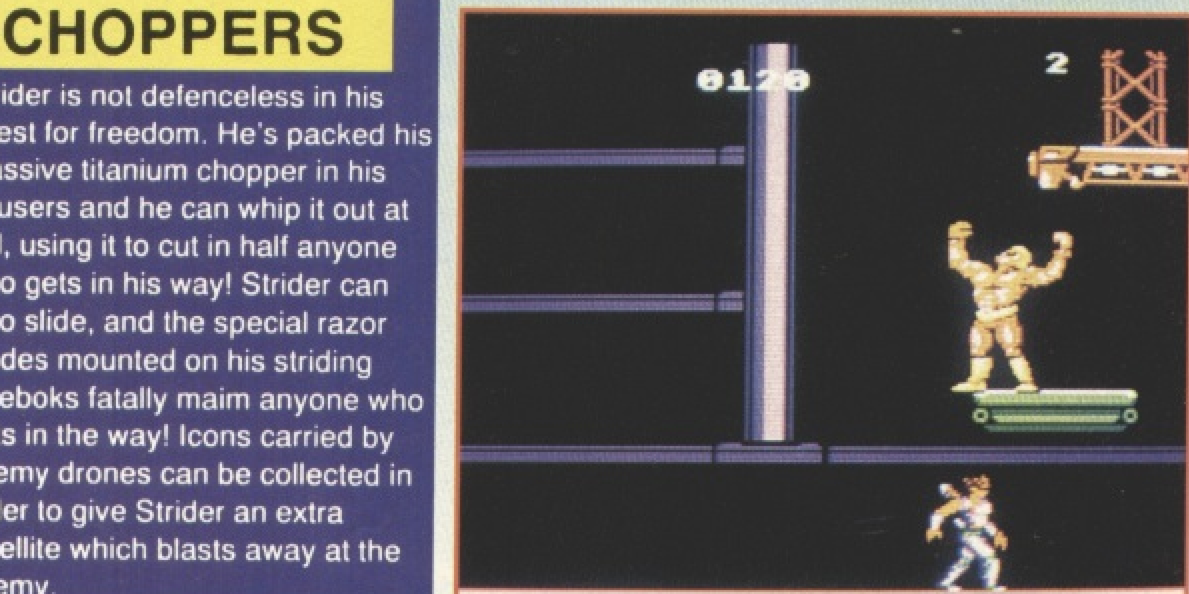


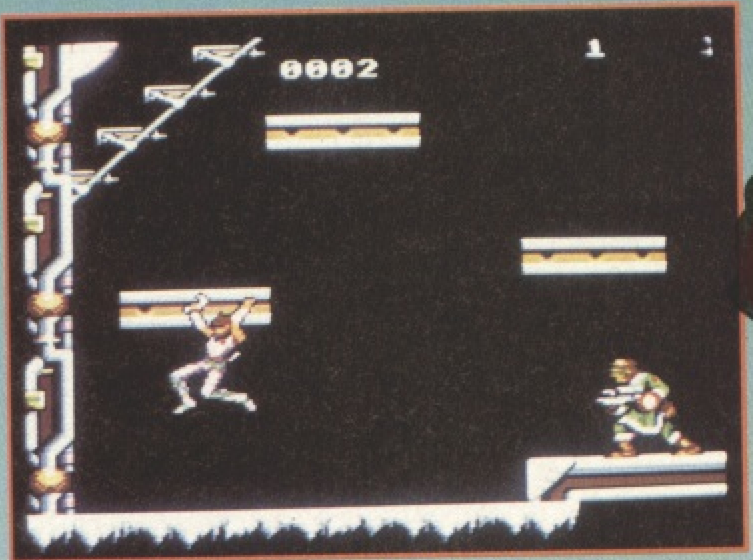
THIRD MOON

TITANIUM CHOPPERS

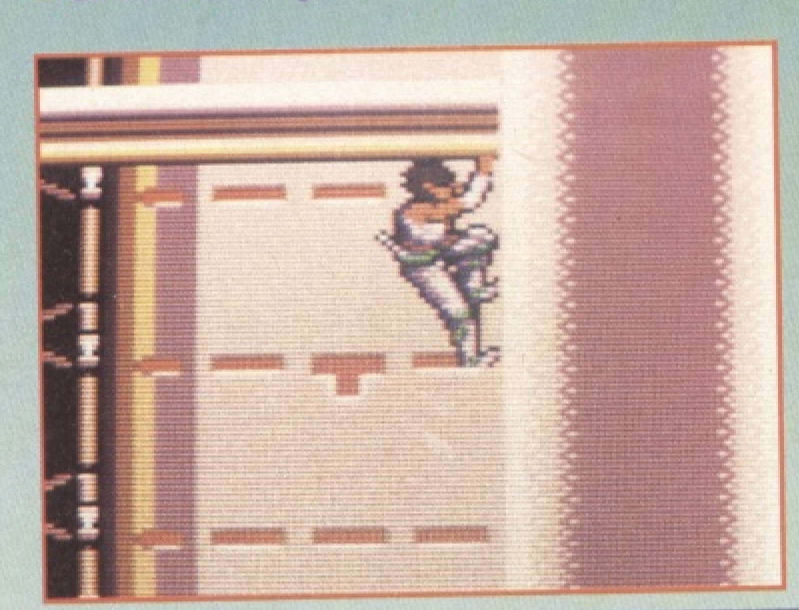
Strider is not defenceless in his quest for freedom. He's packed his massive titanium chopper in his trousers and he can whip it out at will, using it to cut in half anyone who gets in his way! Strider can also slide, and the special razor blades mounted on his striding Reeboks fatally maim anyone who gets in the way! Icons carried by enemy drones can be collected in order to give Strider an extra satellite which blasts away at the enemy.







▲ *Strider's a swinger and here's the proof!*

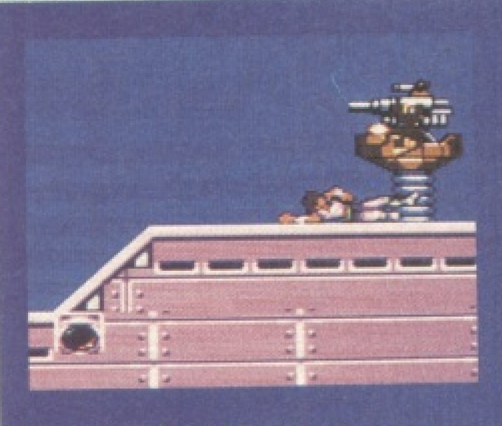


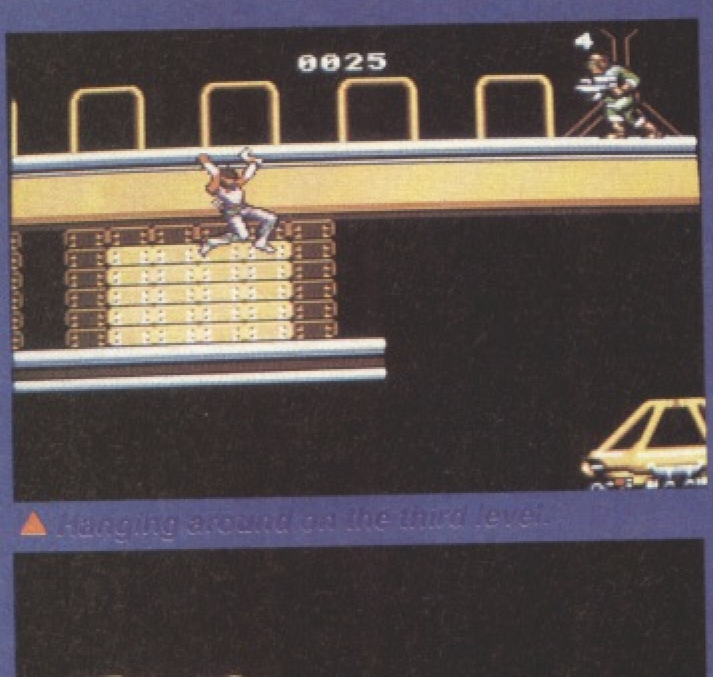
COMMENT



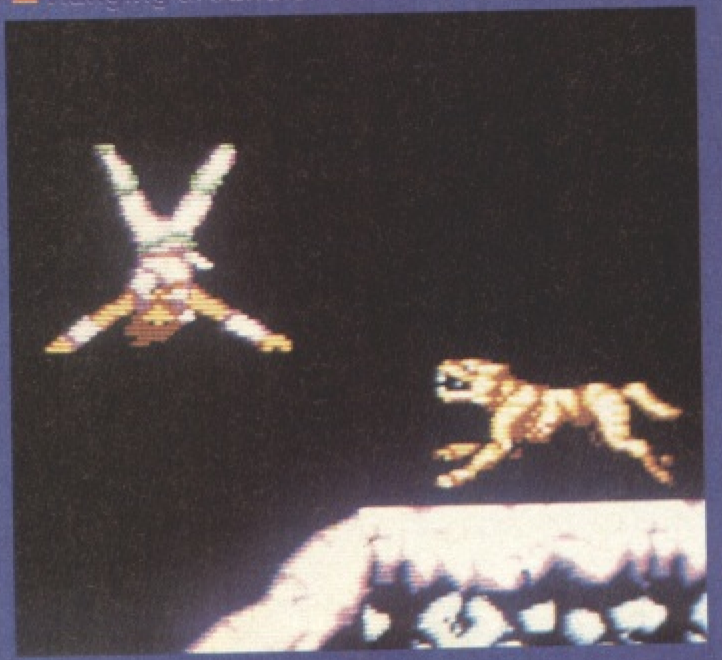
JULIAN

This certainly looks good, with great sprites and smooth-scrolling backgrounds. However, when you start playing, the poor controls and frustratingly unforgiving gameplay brings you down with a bump. The responsiveness is very sluggish, and there are some very annoying points like the fact that Strider moves very slowly and can't duck under bullets. The programmers, Tiertex, whose previous Master System games were excellent, have really slipped up here - hopefully next time their quality control and playtesting will be far more rigorous. As it stands, even the biggest fans of the coin-op will be very disappointed.



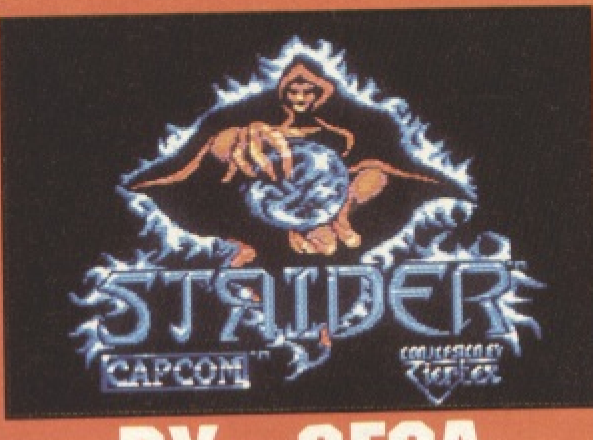


▲ *Hanging around on the third level.*



TAKE IT IN YOUR STRIDE

Strider didn't spend all those years training as a martial artist just to impress the girls. In this death-packed mission, Strider finds that jumping and somersaulting are just the ticket for taking on the danger-ridden platform landscape. Strider also has a knack for hanging on to things. This means he can cling on to the underside of some platforms, and swing his way onto the top of them. A pretty bizarre party trick, but rather useful in this dangerous mission - especially when scaling the many spires and towers behind enemy lines.

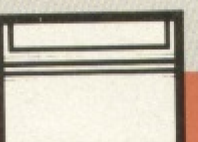


BY: SEGA

PRICE: £29.99

RELEASE DATE: MAY
GAME DIFFICULTY: MED
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SLOW







PRESENTATION 70%

A pretty title screen, but that's about it. No gameplay options or anything.

GRAPHICS 77%

The backdrops are good and the sprites are great.

SOUND 33%

The Master System attempts to sound like the coin-op and fails abysmally.

PLAYABILITY 72%

Dodging the enemy flak is rather difficult, and the task soon annoys beyond belief.

LASTABILITY 61%

Five large levels, but the frustrating gameplay and poor control method is incredibly off-putting.

OVERALL 67%

A great looking conversion, but Strider's high frustration level and poor playability makes it a big disappointment to play.

SEGA MASTER SYSTEM

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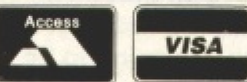
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RATING SYSTEM

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

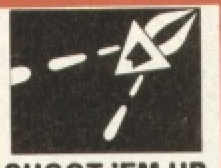
LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:



PLATFORM





SPORTS









BATTLE SQUADRON
SELECT SCREEN
1 PLAYER
2 PLAYERS
OPTIONS

BY: 'TRONIC ARTS
PRICE: £39.99
RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 1-5
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1-2 PLAYERS

PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MARKS

90+
A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90
A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79
A pretty good game which should still appeal to fans of the genre.

45-64
An average game - might disappoint some fans.

30-44
Below average. Very few players will get much entertainment.

11-29
A very poor game indeed which will only be played a few times before being shelved.

14-
An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!





CLASSIC
This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.

FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:

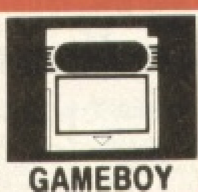


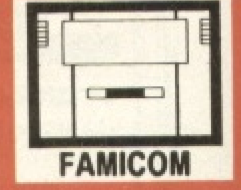












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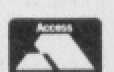
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Example prices of 'pre-owned', Okay, second-hand machines & games are :– *PC ENGINE £95, MEGADRIVE £100, GAMEBOY DE LUX £55, NEO-GEO £250* and the games, *PC £9.-£15, MEGA from £15, GAMEBOY £15 & NEO Magical.* Remember, every game has character and we, at CQ, are looking out for good, loving homes for our cherished collection.

Don't forget, CQ runs the OFFICIAL NEO-GEO Rental Club, we also have our own CQ Club (£5 Membership Fee). Please ring for details. For Eire residents, please ring Paul, Dublin 906879 for order etc.

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WONDERBOY III	*S. THUNDERBLADE*	*DUCK TALES*	*BASEBALL STARS*
GYNOUG	*RABIO LEPUS*	*BALLOON KID*	*CYBERLIP*
CRACKDOWN	*CADASH*	*CHASE HQ*	*LEAGUE BOWLING*
HARD DRIVING	*F. SOCCER*	*M. FORCE*	*NINJA COMBAT*
MAGICAL HAT	*VIOLENT SOLDIER*	*PACMAN*	*RIDING HERO*
S. VOLLEYBALL	*JACKIE CHAN*	*POWER RACER*	*JOY JOY KID*
MIDNIGHT RES?	*STRIDER???*	*GREMLINS 2?*	*GHOST PILOT?*
KAGEKI?	*MURDER CLUB???*	*SCRABBLE?*	*BURNING FLIGHT?*

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TOP 10 CHARTS

ALL FORMATS

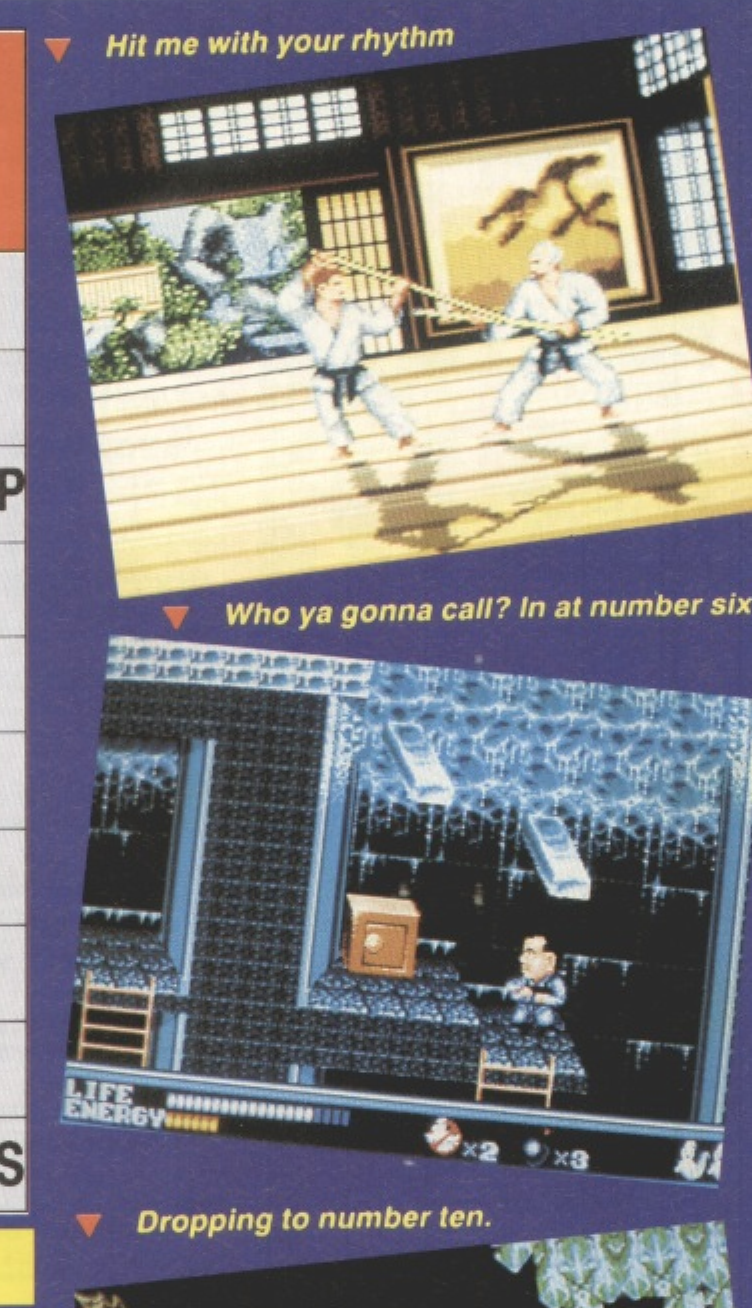


MEGADRIVE

1	▲	JM'S FOOTBALL
2	▼	GOLDEN AXE
3	▲	SUPER MONACO GP
4	▲	WC ITALIA 90
5	NE	ESWAT
6	NE	GHOSTBUSTERS
7	▼	REVENGE SHINOBI
8	▼	BUDOKAN
9	▼	POPULOUS
10	▼	GHOULS 'N GHOSTS

MEGADRIVE

The latest batch of official releases are starting to make their presence felt, with Ghostbusters and ESWAT hurtling into the charts. Goodbye to Arnold Palmer's Golf and Forgotten Worlds, they've vanished - but maybe they'll reappear next month. Italia '90 has climbed further - what kind of chemicals are you lot on? Battle Squadron is also set to leap into the charts.



▼ *Hit me with your rhythm*

▼ *Who ya gonna call? In at number six.*

▼ *Dropping to number ten.*

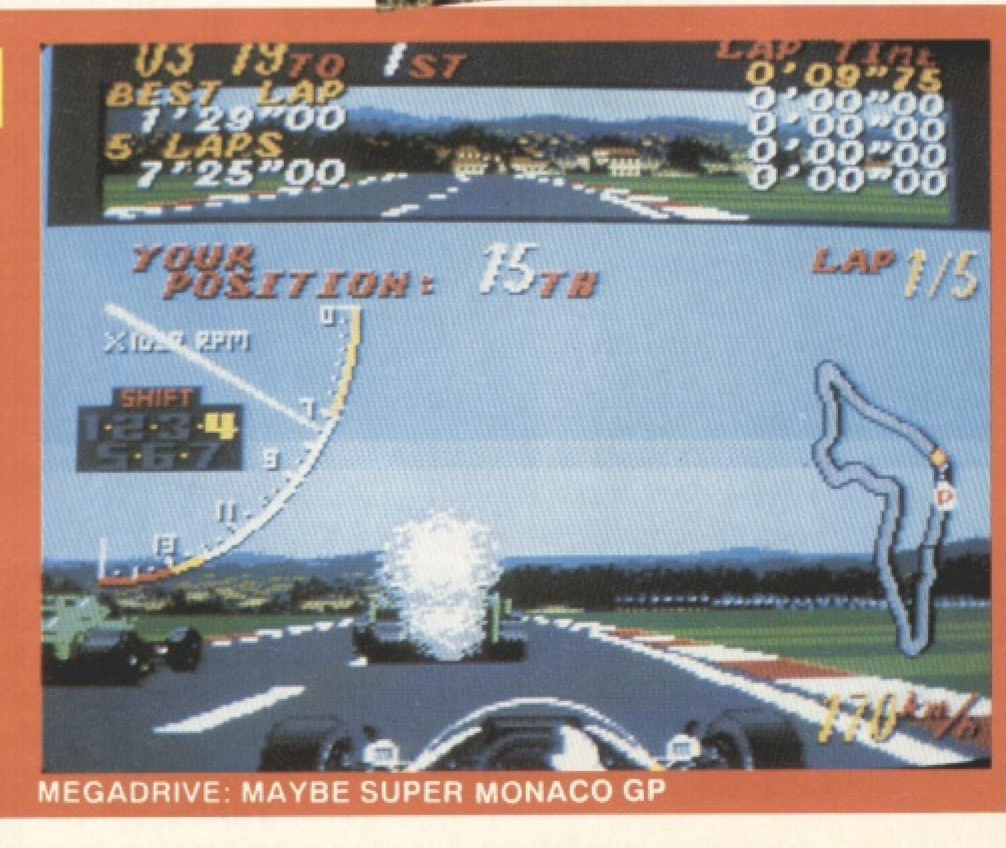
PREDICTIONS

SEGA: WONDER BOY III



NINTENDO: SUPER MARIO II —





MEGADRIVE: MAYBE SUPER MONACO GP



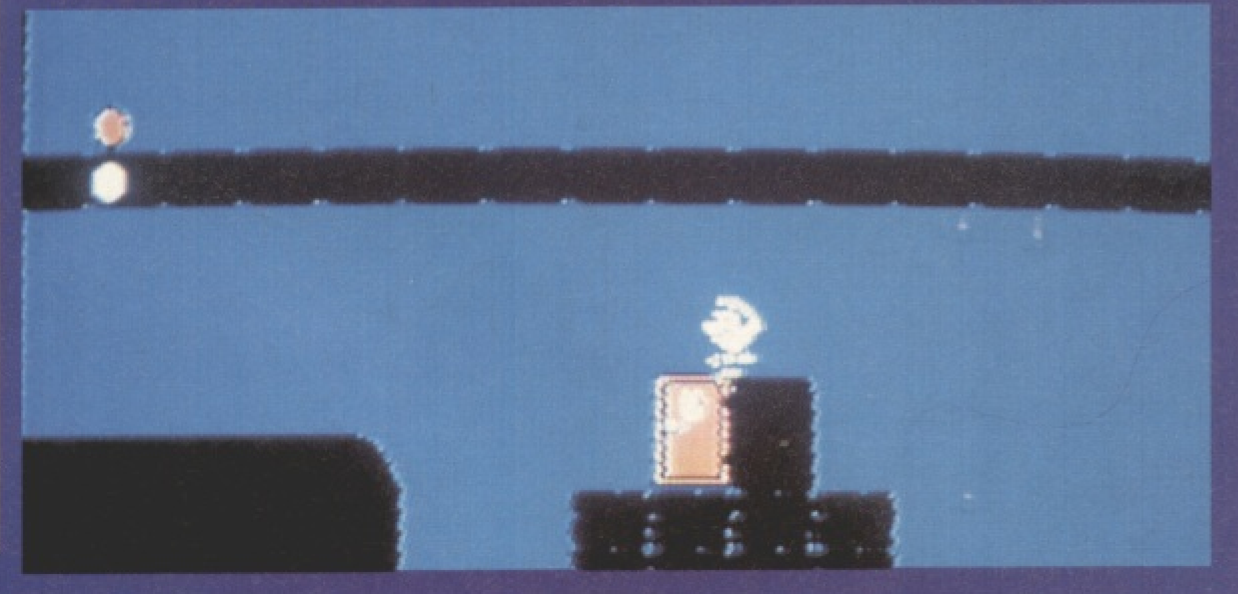
NINTENDO		
1	▲	SUPER MARIO II
2	▲	LEGEND OF ZELDA
3	▲	ADV OF LINK
4	▼	TURTLES
5	▲	BUBBLE BOBBLE
6	NE	EXCITEBIKE
7	RE	BIONIC COMMANDO
8	NE	KUNG FU
9	NE	TETRIS
10	▼	DOUBLE DRAGON II

NINTENDO

Blummin' heck! Major changes in the Nintendo chart. Bubble Bobble flies up to the number five slot, but Batman drops from sight. The lower half of the chart alters beyond recognition. The ancient Excitebike comes in at six, while the positively fossilised Kung Fu is at number eight. Tetris makes a welcome, if somewhat unlikely return at the number nine slot. Where did Bionic Commando appear from? Your guess is as good as ours!



▼ *Mario's the top dog, and deservedly so. Long may he reign!*



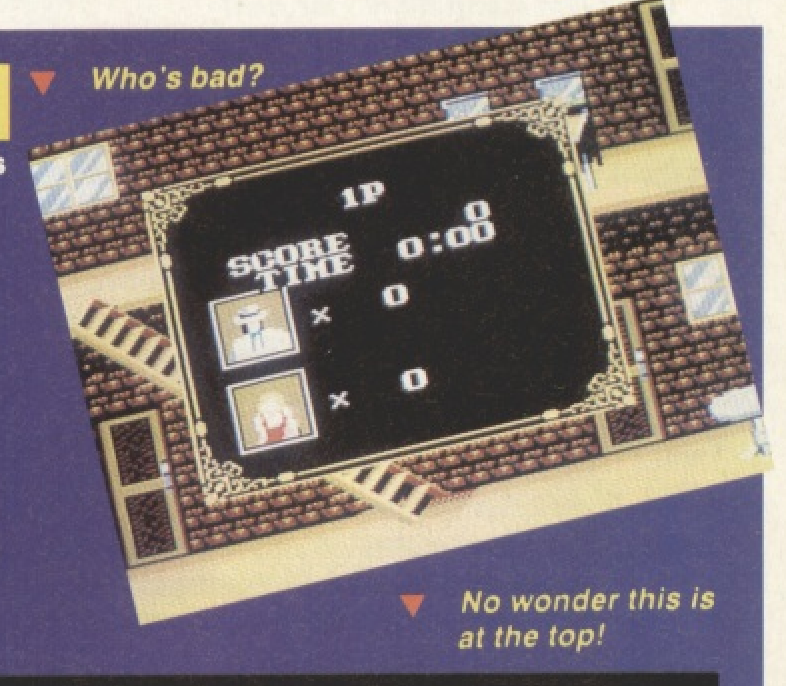


SEGA		
1	▲	WONDERBOY III
2	▼	GOLDEN AXE
3	◀	SUPER MONACO GP
4	▼	NINJA
5	▲	WC ITALIA 90
6	NE	MOONWALKER
7	▲	COLUMNS
8	NE	ESWAT
9	NE	JUNGLE FIGHTER
10	▼	OPERATION WOLF

MASTER SYSTEM

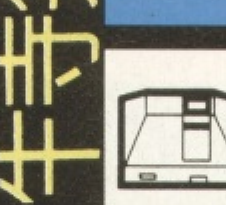
Not many surprises on offer this month, just for a change. Wonderboy III has finally dislodged Golden Axe, and Super Monaco GP has claimed the third spot. Again Italia 90 has increased its standing, despite its lack of gameplay. ESWAT also barks into the charts although it's unlikely to stay there for long. Columns is doing well for a puzzle game and Ninja continues its martial arts success story.

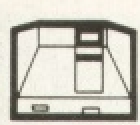
▼ *Who's bad?*



▼ *No wonder this is at the top!*







It is the early 21st century. Pollution has got to such a stage where the ozone layer is in danger of collapsing completely, leaving the Earth a barren wasteland. Mankind's last hope is a secret project that will enable the human form to withstand the harsh environment of the future.

But, as per usual, something has gone terribly awry. One of the project team's top scientists has turned renegade, utilising the secret formula to develop his own army of mutant warriors in order to rule the world.

Only one man stands in his way - "Dynamite" Duke, a veteran of many a conflict. Armed only with a submachine gun and a bionic arm, Duke must fight through five levels to reach the now-insane rogue scientist to retrieve the formula and save the world!



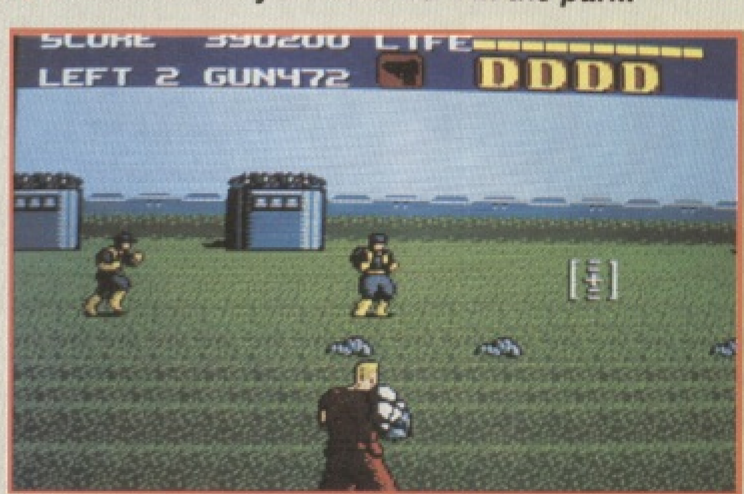
▲ *Don't just stand there - hit him!*

COMMENT

MATT

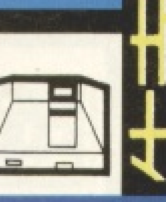
I wasn't exactly over-enamoured with the coin-op - it struck me as being just another Operation Wolf clone with added bits. The Sega version is actually quite entertaining, with some pretty decent graphics, but falls down on two major problems - firstly, the game itself does become remarkably repetitive, and secondly, it's far too easy! Gaming novices or fans of the coin-op may find a few hours entertainment with Dynamite Duke, but hardened gamesters will find themselves completing this within a few goes.

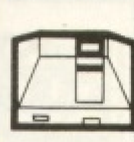
▼ *This certainly ain't no walk in the park!*



▼ *Barbecued Duke, anyone?*

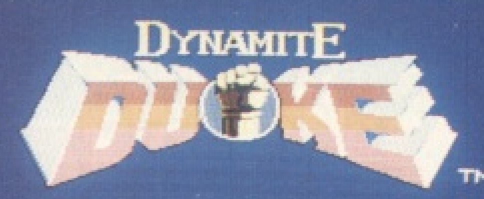








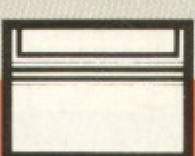
REVIEW



Blast those balls (?)!

BY: SEGA
PRICE: £29.99
RELEASE DATE: APR
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD









PRESENTATION 68%

An okay title screen, but no difficulty levels.

GRAPHICS 89%

Nice and colourful, with little or no flicker, but only average animation.

SOUND 85%

A good rendition of the coin-op music, with the odd boom and bang in between.

PLAYABILITY 87%

Very addictive at first, because it's easy to get into...

LASTABILITY 69%

...but unfortunately stays that way, making this a pretty easy game to complete.

OVERALL 79%

Shoot 'em up fans will certainly enjoy this, even though it's pretty easy to complete. If you're a good player, try it out first.

Don't let him escape!

Airfield anarchy!



COMMENT

JULIAN

I must confess to being pleasantly surprised at this conversion. It's good all-round, with some great graphics - some of the sprites and backdrops are particularly good, although the animation is a bit poor from time to time - and good tunes and sound effects. It's certainly addictive, and I was kept at the Sega for a good few solid hours before I thought it was time to write something. There is one negative point, however. The difficulty level is sadly rather low, so even though you play it a lot at first, it doesn't take long to complete it, and after that the appeal wanes. A shame really, because if this had been more challenging, it would have been a real classic. As it stands it's an enjoyable shoot 'em up which offers plenty of short-term fun, but lacks lastability.

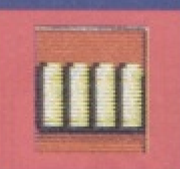






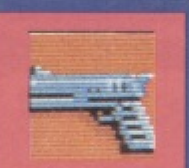
EXPLOSIVE EXTRAS

Duke's machine gun usually does the job, but when things get a little too tough, he has a few surprises up his bionic sleeve, including an arm-mounted missile launcher that obliterates everything on screen! Add to that the numerous supply cases that are scattered about each level, which bestow Duke with the following:



EXTRA AMMO I

Increases ammo supply.



PISTOL

Enhances firepower.



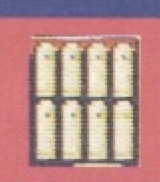
DYNAMITE PUNCH

Up to a maximum of five.



BULLETPROOF VEST

Makes Duke invincible for 9 seconds.



EXTRA AMMO II

Greatly increases ammo supply.



BAZOOKA PISTOL

One shot has ten times normal firepower!



FULL AUTO

Rapid fire machine gun, which doesn't deplete ammo levels.



LIFE PACK

Restores lost energy.



FUMPIN' FISTICUFFS

At the end of each level, Duke has to go face to face with an assortment of hard-nut guardians. This involves punching the living daylights out of them until their energy is depleted. Not an easy task, by any means, especially when the guardians have armour-plated suits with fire cannons, or can spin around like manic ballet dancers, delivering numerous blows to your head before you can even move!



▲ *Get that extra ammo!*

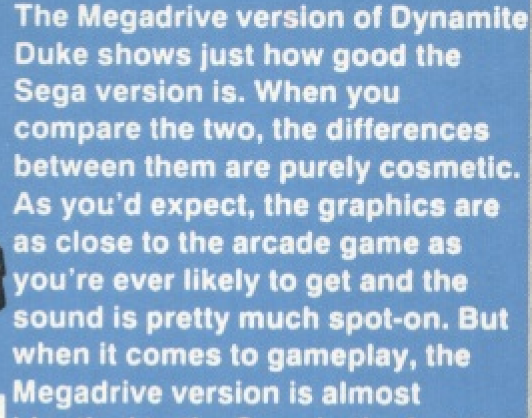


COMMENT

MATT

A similar style of play to the Master System version, but the Megadrive game is that bit tougher, giving more of a challenge. The graphics are almost coin-op perfect, and there are some really nice audio touches. However, overall, Dynamite Duke fails to really enthrall because it becomes very repetitive after a couple of days, and pretty darn difficult if you're not used to playing games like this. Fans of the original arcade machine will certainly enjoy this, but even then, not for long.



COMMENT

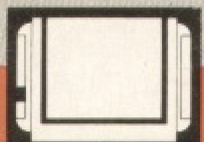
JULIAN

The Megadrive version of Dynamite Duke shows just how good the Sega version is. When you compare the two, the differences between them are purely cosmetic. As you'd expect, the graphics are as close to the arcade game as you're ever likely to get and the sound is pretty much spot-on. But when it comes to gameplay, the Megadrive version is almost identical to the Sega in the fact that it's very addictive at first, but lacks lasting appeal. There are extra difficulty levels, but really they don't make the game that much harder. Dynamite Duke will definitely appeal to shoot 'em up fans, but anyone else should try before they buy.



BY: SEGA
PRICE: £39.99
RELEASE DATE: APR
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD








▲ *A bridge too far?*

▼ *Now that's a b-i-g tank!*



PRESENTATION 63%
A fair selection of difficulty levels, but not a lot else.

GRAPHICS 82%
Very nice indeed, and remarkably close to those of its coin-op parent.

SOUND 80%
Nothing too astonishing - the usual mix of bangs and booms.

PLAYABILITY 89%
Really rather entertaining, and quite easy to get into.

LASTABILITY 67%
Lacks long-lasting appeal because it's rather easy to complete. The difficulty levels add a bit of challenge,

OVERALL 79%
Again, a pretty decent conversion of the coin-op, but only Operation Wolf fans will want to play this for any length of time.



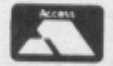
▲ *Tanks for nothing (groan)...*


▼ *Ignore the clones - blast the cyborg!*



COMPUTER GAMES

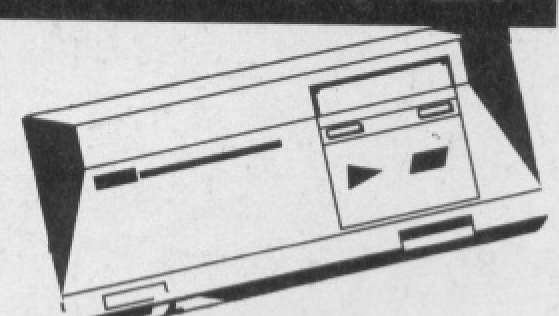
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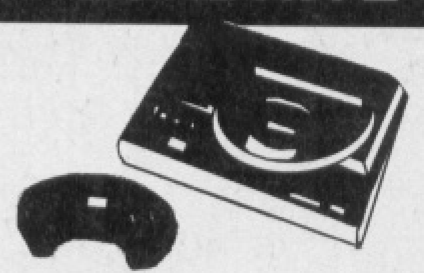
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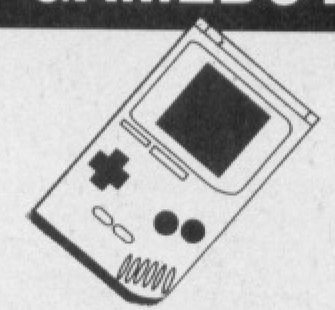
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MEGADRIVE



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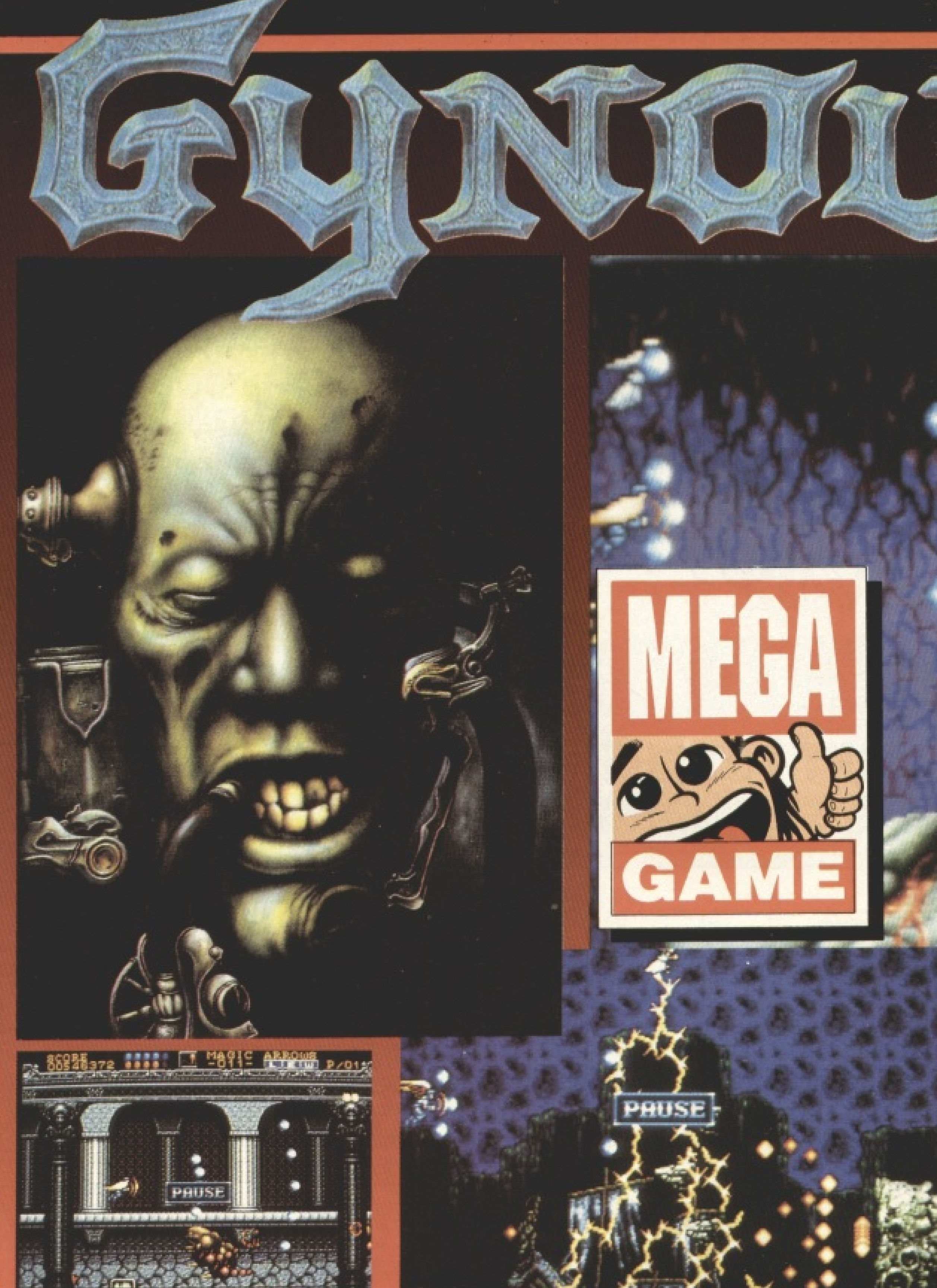
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MEGADRIVE



REVIEW



The evil demons of Iocus have risen to give the heavenly a bit of a bad time (plenty of fire and brimstone, eternal darkness and the like), so it's time for a shining angel (named Wor) to pick up his wings and his finger-mounted death cannons and give these god-forsaken devil-spawn something to think about.

In this all-action horizontally scrolling shoot 'em up, our angelic hero travels six stages of blasting action, doling out divine retribution to the damned with a variety of extra weapons. But caution must be exercised! Two bastions of darkness have been placed in each stage - one midway and one at the end of the level, and they're not very happy with your aggressive antics to say the least...





POWER-UP CRYSTALS

Wor's first foray into demonic territory is hampered by the fact that his weapons are pretty ineffective and he isn't that fast either. These icons help make a difference...

FEATHER: Increases Wor's speed. Up to four feathers can be collected for top speed!



BLUE CRYSTAL: Increases the power of the blue weapon, to a maximum of five times.



RED CRYSTAL: Adds to the power of the angel's red weapon. Five crystals is the limit.



BLASTIN' BUDDIES!

The landscape is dotted with icons with which the angel can switch between his weaponry.

BLUE: The blue crystals fire a short way behind Wor giving adequate rear fire before shooting off in front to destroy any minions ahead.

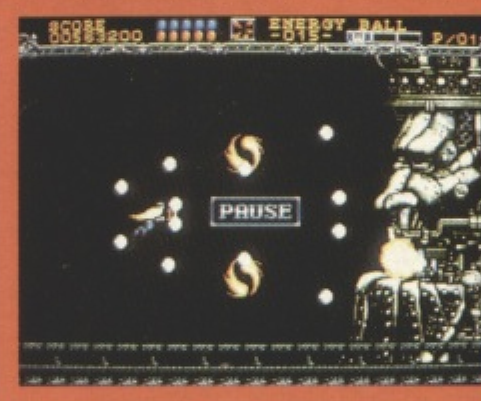


YELLOW: The red and blue crystals are used for this weapon, which fires both in front and behind of our hero.



RED: Draws on the red crystals and emits front-firing photons.



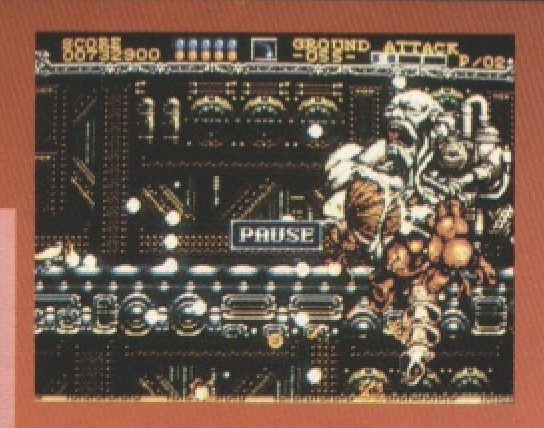








▲ *At the end of level four, Wor faces perhaps the most horrific end-of-level guardian to be found in the whole game! Firing off a multitude of fiery bolts, this monster takes some beating. Fire at his heart to cause maximum damage!*

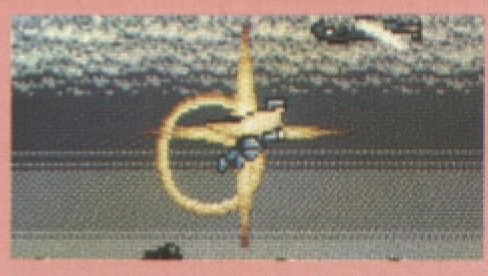


KIND OF MAGIC

Along the path to the demons' destruction, various scrolls can be collected in order to cause yet more havoc to the marauding monsters. Collect the scroll more than once before selecting and the weapon is powered-up further!



THUNDERBOLT: A front-firing version of the lightning bolt. Devastation guaranteed!



SHIELD: Protects our hero from several hits.



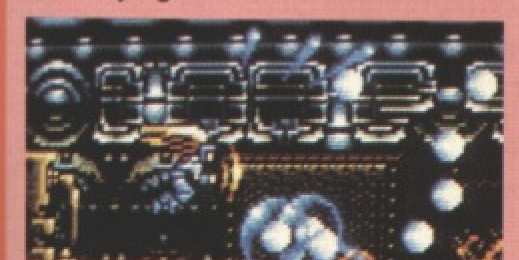
MAGIC MISSILES: These homing missiles fly about for a while before choosing a target and destroying it!



ENERGY BALL: A nice defensive weapon. Sends energy balls flying around the screen, destroying all in their path.



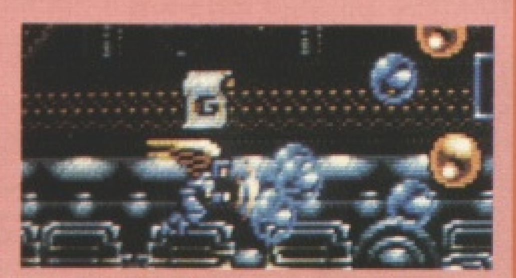
MULTIPLE: Fairies encircle our hero and fire out multiple death-bolts.



GROUND ATTACK: Bolts are fired that run missile-like along the ground until they meet their target. A powered-up weapon sends missiles flying across the top of the screen as well.



LIGHTNING BOLT: Angels loiter around the top of the screen, and can be used to lightning blast a vast proportion of the screen.



WILDFIRE: Once selected, turns all of the angel's fire into larger, more powerful wildfire.

COMMENT



JULIAN

The game concept is remarkable only in the fact that it's exactly like virtually every other horizontally scrolling shoot 'em up - blast everything, power-up, beat end guardian, but it's packed with playability and sports some stunning graphics. The main sprite is a bit crummy, but some of the multi-layer parallax scrolling backgrounds, special effects and end-of-level baddies are absolutely superb. The extra weapons aren't amazing, but for fast action, excitement and, most important of all, a highly addictive challenge, this takes some beating.

MEGADRIVE REVIEW



COMMENT

MATT

Thunderforce 3 has the most amazing visuals, Hellfire has playability dripping in copious quantities from the cartridge. Gynoug, or Wings of Wor as it'll be called when it's officially released over here, manages to combine the both. The graphics are great with some of the most original Megadrive graphics around and some pretty spectacular effects, and the sound is top-notch too (stunning - if you listen to it through a pair of decent headphones). Hellfire is slightly more playable, but if you're a shoot 'em up junkie who has tired of that classic - check this out.

PC Engine Supplies for sending in the copy of Gynoug. For more details ring them on 0782 712759.

GREY IMPORT WARNING

At present this is only available from Megadrive software importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not work on official UK Megadrives unless you have a Japanese games adaptor (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty).



BY: NCS

PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: WHIZZ






PRESENTATION 89%

A great mythical feel to the game and loads of options to tweak as well.

GRAPHICS 93%

Stunning effects, original design and brill end-of-level bosses. A large variety as well in all six levels.

SOUND 93%

Get up and get down to the groovy tunes and thrill to the spot-on effects!

PLAYABILITY 90%

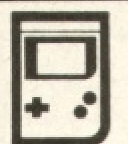
Great power-ups, nice responsiveness and literally tons of enemy filth to wipe out!

LASTABILITY 84%

A challenging game on normal level. If you can beat that, try the hard or hyper-level games!

OVERALL 88%

Okay, so it's another Megadrive shoot 'em up, but it's great fun to play and is well worth the dough. Go for it!

REVIEW



Alex Murphy has been critically injured in the line of duty by one Clarence Boddicker, an evil, menacing character employed by OCP's deranged President: Dick Jones. OCP put Murphy back together as Robocop - a metallic law-enforcing monster with a mission - to wipe out the crime wave threatening to engulf Detroit.

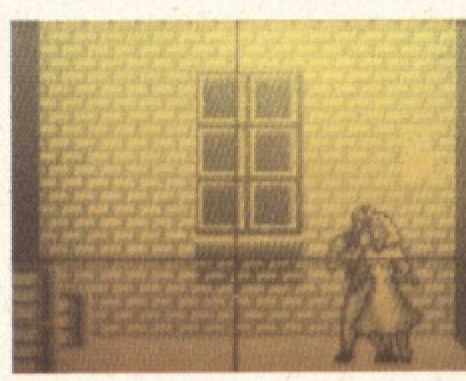
This Gameboy version of the movie puts you in control of Robocop, traversing the scrolling screens dealing out murderous mayhem to the punks who infest Detroit. But Robocop is a troubled titanium-armoured law-enforcing machine, troubled by the mind and memories of Alex Murphy...

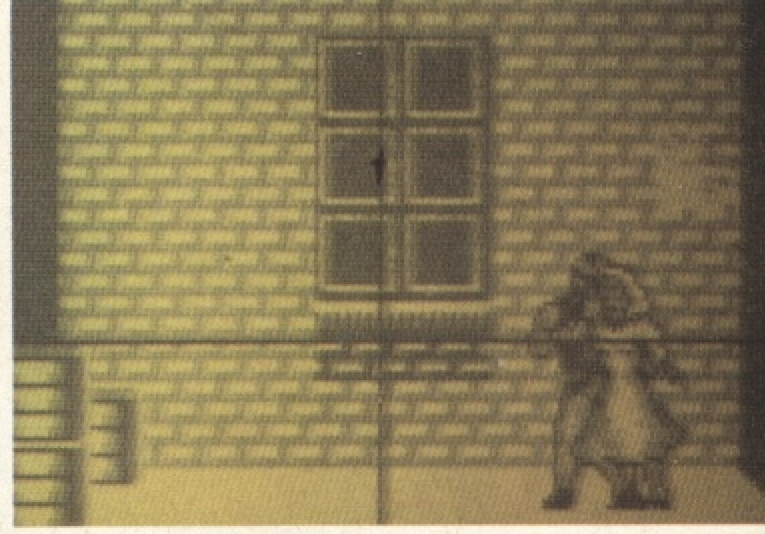


ROBO EXCITEMENT

The main gameplay of each level involves our hero simply walking through various stages of Detroit, letting rip with his auto-9 pistol. Punks appear strutting the streets and firing from windows. Later levels see these guys get progressively tougher. End-of-level bosses include the likes of ED-209, which require multiple hits before their eventual demise.



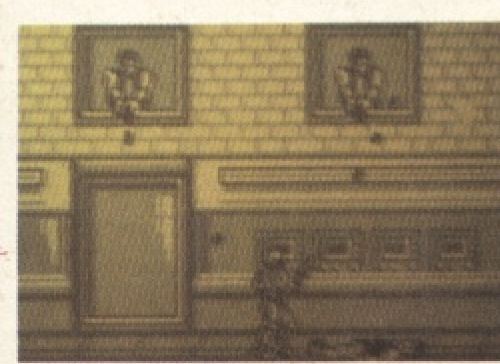




ON THE BEAT

The platform based scrolling shoot 'em up action is interspersed occasionally by bonus sub-levels. One such level is the identikit level, where Robo attempts to match the face of one of Murphy's killers with his scrambled memory..





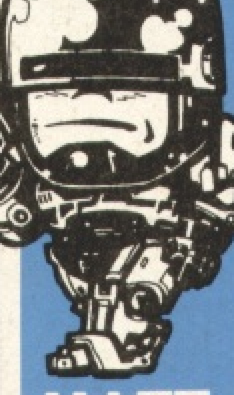
COMMENT



JULIAN

When I first played this I thought it was very poor, mostly due to the naff graphics and sound and rather annoying control method. However, after a bit of perseverance I began to make headway and started to enjoy myself. The gameplay is challenging and varied, and it's got that addictive spark that keeps you coming back.

COMMENT



MATT

What a disappointment! The graphics are very Spectrum-esque - the Gameboy's shaded graphics aren't used to their best here. The sound is just above average and the gameplay is rather annoying. Trying to dodge some of the felons' bullets is near impossible. Robocop isn't up to much.

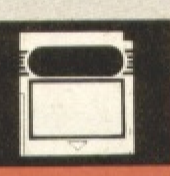
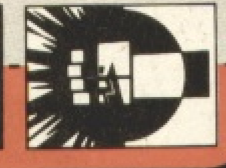


NINTENDO £24.99

RATINGS

PRESENTATION	75%
GRAPHICS	62%
SOUND	71%
PLAYABILITY	72%
LASTABILITY	65%
OVERALL	72%



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****

NINTENDO WORLD

The World Cup is one of those events that haunts the imagination - and the media. Ever since last summer, it's been impossible to forget the tournament. And just in case your memories were fading, Nintendo have decided to release a World Cup game to help bring them flooding back.

NWC can be played by up to four players, although one or two is the most common combination since you have to have the Four Score adaptor (mentioned in MEAN MACHINES 5) for four-player frolics.

Tournament mode pits one or two players against a selection of the World Cup finalists, whereas match play has a one-on-one situation allowing four players (two a side) to compete.

Only one single player on each team is controlled at any time, but options allow choices such as whether the computer-controlled team members will pass, shoot or a mixture of both. Other choices include deciding whether the goalie stays put or tries to take part in the attack!

With a plethora of teams to choose from in the tournament, it's up to you to decide if Cameroon or Italy gets through to the grand final - or will it be England?





A Cameroon player lies crippled.

COMMENT



MATT

After the abysmal showing of the Sega World Cup game a few issues ago, my one consoling thought was that this had to be a vast improvement. Boy, I was wrong. NWC takes football games to a new low. The game system is a total mess, and only having one player under your control is a farce - why can't you switch between team members to allow for carefully prepared attacks? As it stands, NWC gives the impression that soccer is all about one player standing just outside the box, while the rest of the pitch is determined by random events. I really think it's about time for a decent console footy game, don't you?

Change positions? Yes No

Louis 4	Johan 6
Victor 2	Willem 1
Jelle 3	Niels
Piet 5	Stefan

Players' positions are altered on this screen.

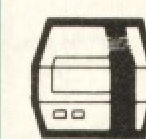


WHICH SIDE ARE YOU ON?

Choosing a side is a tricky decision. If you want life to be easy, decide on Italy or Argentina - they have a habit of not only winning, but also crippling many of the opposition in the process! However, Holland or Cameroon provide more of a challenge to get to the final; their players have a habit of lying down and dying halfway through a match! However, if Matchplay is chosen, it's simply a one-on-one (or two-on-two) situation....

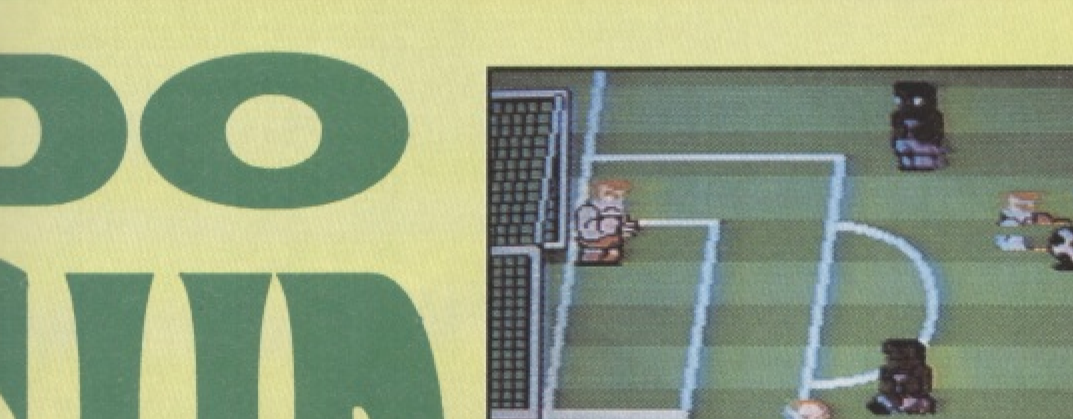
Choose your team.

U.S.A.	ENGLAND
HOLLAND	SPAIN
JAPAN	BRAZIL
FRANCE	W. GERMANY
CAMEROON	ARGENTINA
RUSSIA	ITALY
MEXICO	





DO CUP



▲ One player's eyes explode - a common event in football!



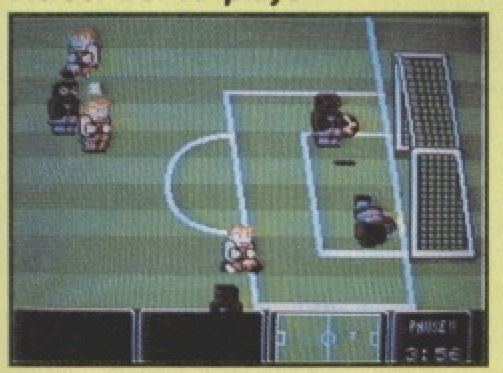
▼ Cameroon's goalie leaps at the ball.



▲ A goal kick flies over the pitch.



▲ The radar helps to pinpoint the controlled player.



COMMENT

JULIAN

There's nothing like a good football game, and Nintendo World Cup is nothing like a good football game. Squat, toad-like parodies of players flicker their way around the pitch kicking the ball with only one intent - keeling over and dying at the first opportunity. But then if I was in a game as bad as this, I'd feel obliged to do the same. Controlling only one player throughout makes the game dull since you can't string passing plays together, and as the rest of the team play football like a load of lobotomised Cabbage Patch dolls, it soon becomes incredibly frustrating - the players never do what you want them to! Even the multitude of options and a four-player game don't help save this - it isn't enjoyable, it isn't fun and it certainly isn't football.

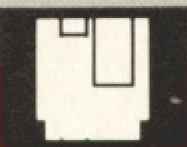
NINTENDO WORLD CUP™

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LICENSED EXCLUSIVELY TO
NINTENDO TM NINTENDO

Tournament Mode [1P] [2P]
VS Match Mode [2P] [3P] [4P]

BY: NINTENDO
PRICE: £29.99
RELEASE DATE: APR
GAME DIFFICULTY: SIMPLE
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS: POOR







PRESENTATION 46%
The intro screens do nothing apart from display the options available.

GRAPHICS 46%
The squat 'n' beefy player sprites look silly and flicker badly. The background graphics are also dull...

SOUND 56%
Nothing is out of the ordinary in this department, so don't expect to be thrilled and chilled.

PLAYABILITY 40%
As only one player can be controlled, the rest of the team is redundant. Add the lack of excitement, and it's a total loser.

LASTABILITY 26%
Although the four-player and tournament options give scope, when the game's as bad as this you won't want to keep playing it.

OVERALL 33%
A hideous game that even the truest football fans should avoid. Come on Nintendo, give us a decent soccer game!

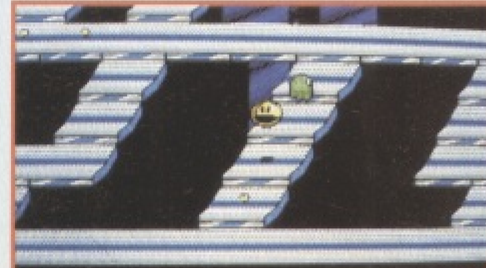


Wacka-wacka! PacMan is back yet again - but returns to PacWorld to find everything's gone 3D on him! Unperturbed by this, our yellow spherical hero with the voracious appetite goes on yet another munching spree, out to clear the four levels (Block Town, PacMan Park, Sandbox Land and the Jungly Steps) of video pills, and also see whether he can find Coin World, an all-new secret world.

As you'd expect, PacMan's arch enemy, those pesky ghosts, are back, but Inky, Pinky, Blinky and Clyde have been joined by two new recruits - Sue and Funky, and all six are out to make PacMan's life just as much of a misery as before. The tables can be turned, however, by munching on a power pill, giving PacMan the ability to bite back! If the going gets too tough, however, and PacMan finds himself trapped, he can also jump over the ghosts' heads to escape!

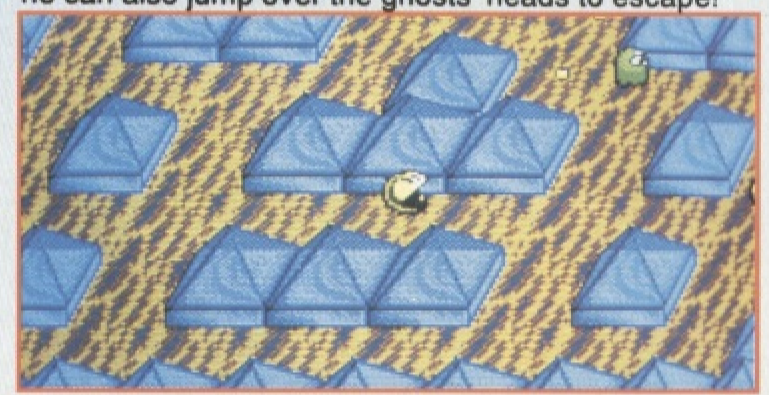


▲ Pill popping in PacWorld!





▲ Chicken - PacMan style!





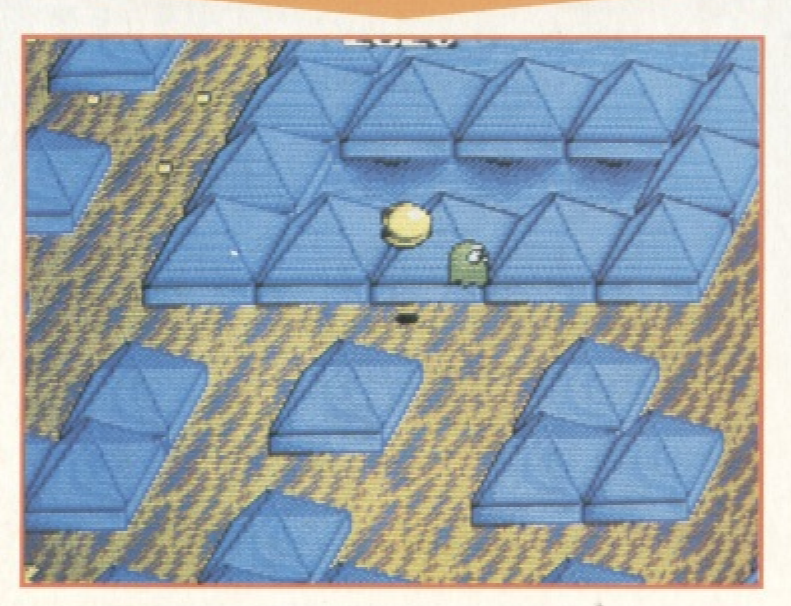
▲ Boing!



JUMP TO IT



Since making the transition to 3D, PacMan has learned how to jump. If he's in a tight corner, a press of the fire button makes him leap over an oncoming ghost. But watch out - on later levels, the ghosts can also jump, and bumping into them in mid-air is fatal...



COIN WORLD

The Sega version of Pacmania features a whole new level which wasn't in the coin-op. The only problem is that it's hidden, and it's up to the player to find it. Can you find it? The first letter MEAN MACHINES receives which explains how to get to it will win its sender a copy of the next two Tecmagik games, Populous and Shadow of the Beast. Send your entry to: I'M RICH RICH RICH 'COS I'VE FOUND COIN WORLD, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

▼ Ha, that ghost's history!



YUM YUM I'LL EAT YOU UP.

CRAZYMAN!!

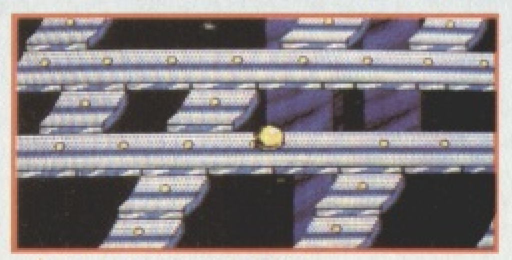
WHAT'S HAPPENING!!

COMMENT



MATT

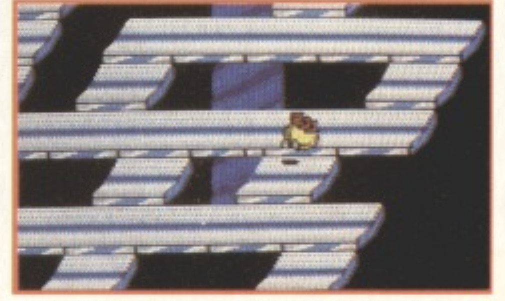
This has got to rate alongside Gauntlet as the most outstanding Master System conversion yet. Full-screen graphics and an addictive quality result in a game which grabs you from the outset and only lets go when you've played the thing to death! Okay, the somewhat repetitive nature of the game could lead to some players relegating this to the back of the software cupboard before long, but fans of the coin-op and nostalgia freaks will absolutely love it.



▲ *Manic munching*

PAC TRACKS

Probably the most famous character in video-game history, during the early eighties, PacMan built up the sort of following now enjoyed by the likes of Mario and the Turtles. At one stage, the amount of PacMan paraphernalia included a mini coin-op, bubble baths, phones, a cartoon series, board game, an album (anyone remember PacMan Fever?), towels, cuddly toys, posters, magazines, clothes, food, watches and a whole host of other stuff. PacMan even went on a national tour across the US to promote the then-newly-released Atari 2600 PacMan cartridge, with crowds of screaming fans having to be restrained by the National Guard!





▲ *The secret level - Coin World!*







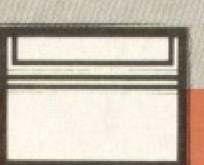
▲ Pick a level - are you up to it?





BY: TECMAGIK
PRICE: £29.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

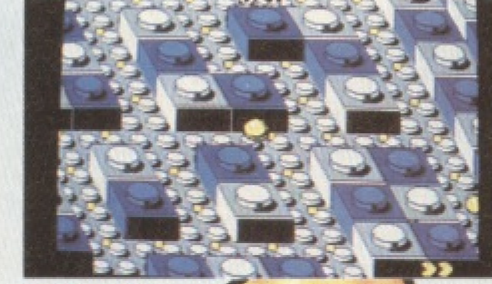






PAC GAMES

PacMan games history is even more chequered, with the original PacMan, Ms PacMan, PacMan Jr (a curious mixture of a mini pin table and a video game) Super PacMan (a scrolling PacMan game), Mr and Mrs PacMan (a proper pinball table), Professor PacMan (an educational coin-op, of all things!), PacLand (a horizontally scrolling arcade adventure), Super Pacland (more of the same, but harder) and finally PacMania.



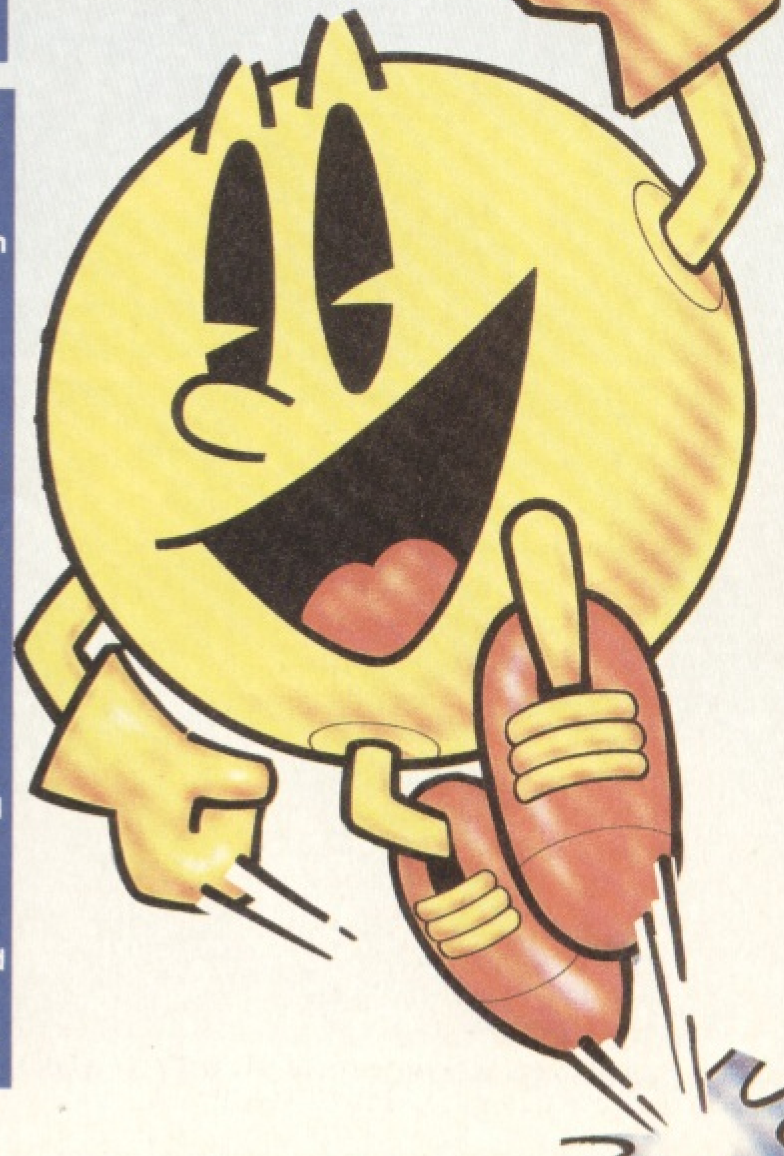
▲ Only a few pills to go...

COMMENT



JULIAN

I've played what seems like a thousand different PacMan games on a thousand different systems a thousand times before, but I still thoroughly enjoyed this. It's incredibly slick, with fast, smooth and colourful graphics and really addictive gameplay. The ghosts are pretty devious, and you have to work out some good escape patterns to keep them off your back - cracking all the levels and finding Coin World certainly takes some doing! Pacmania is one of the most enjoyable, challenging and addictive Sega coin-op conversions yet seen - PacFans shouldn't miss it.



PRESENTATION 80%
A very nice title screen, with one or two-player options.

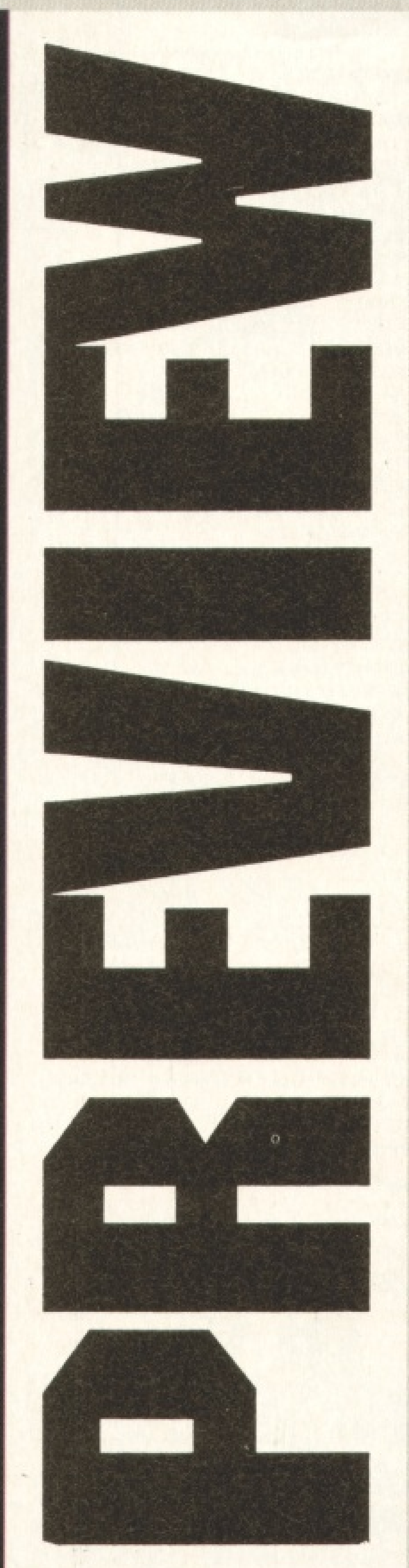
GRAPHICS 86%
Excellent full-screen graphics that bear a remarkable resemblance to the coin-op.

SOUND 83%
A nice rendition of the arcade music, with the familiar "wacka wacka".

PLAYABILITY 91%
So easy your granny's cat could play it, and extremely addictive from the word go.

LASTABILITY 84%
Loads of skill levels and a mystery level to keep PacFans happy for weeks and weeks.

OVERALL 90%
A brill conversion of a great coin-op, and a game that you'll play again and again.



JAMES POND

James Pond is a dab-hand sub-aqua secret agent, and he's urchin to get started on a mission to sort out a whale-y large-scale problem! You sea, he's fed up to the gills with his arch anenome, evil Dr Maybe and his grouper tenchmen - they're creating a large a-manta hassle, terrorising the deeps, kidnapping fish and putting toxic waste all over the plaice. Holy mackrel - what a bloater mess, eh? Salmon's got to dish out some short shark shock treatment, and James is the fish to sort fins trout.

Has he got the mussel? There's no point carping on, because certainly lobster do! He can't be coi and flounder about, that's for sure - he's got to get his skates on. So with a winkle in his eye, off he goes - and he's not taking blenny crab. If he succeeds, and doesn't cockle it up, he'll be squids in. Can he do it? By cod, eel guppy well haddock go.

Converted from the Amiga, James Pond is a highly original exploration/arcade-style game which features some brilliant graphics and plenty of neat touches. The game is out in May, and we'll be reviewing it next issue (and we won't have any fish jokes in the review - promise!).





▼ *James grabs a big chest!*



PGA TO

PGA Tour Golf is a conversion of the stunning PC Compatible golf game which took America by storm late last year. Featuring four different courses, club selection, a variety of different modes of play and an amazing 3D view where you literally fly over the golf course, it's a truly excellent golf game.

As you'd expect, there's a multi-player option, tournaments, practice greens and driving ranges - and there's even a battery-backed RAM so you can save your position and carry on at a later date!

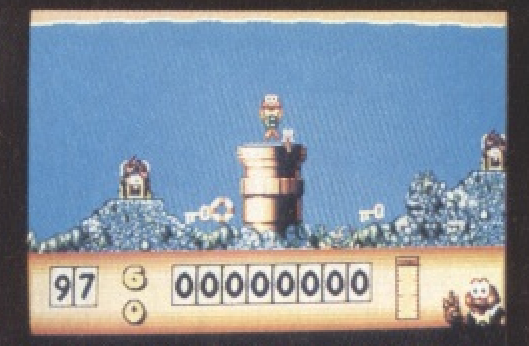
PGA Tour Golf will get a full review next month, so you've got plenty of time to order some lime green and purple plus fours and a nice pink pringle jumper!

▼ *Using a sand wedge.*

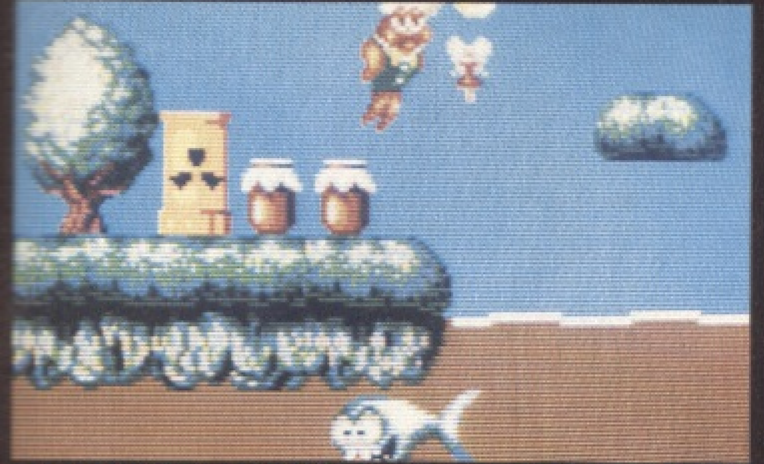


EARLY PICS

The screenshots featured on this page are from a very early version of the game, and the graphics aren't quite yet finalised. The end product will have graduated backgrounds and will be even more colourful - what a treat for the old eyeballs, eh?



▲ Keys free the caged lobsters...



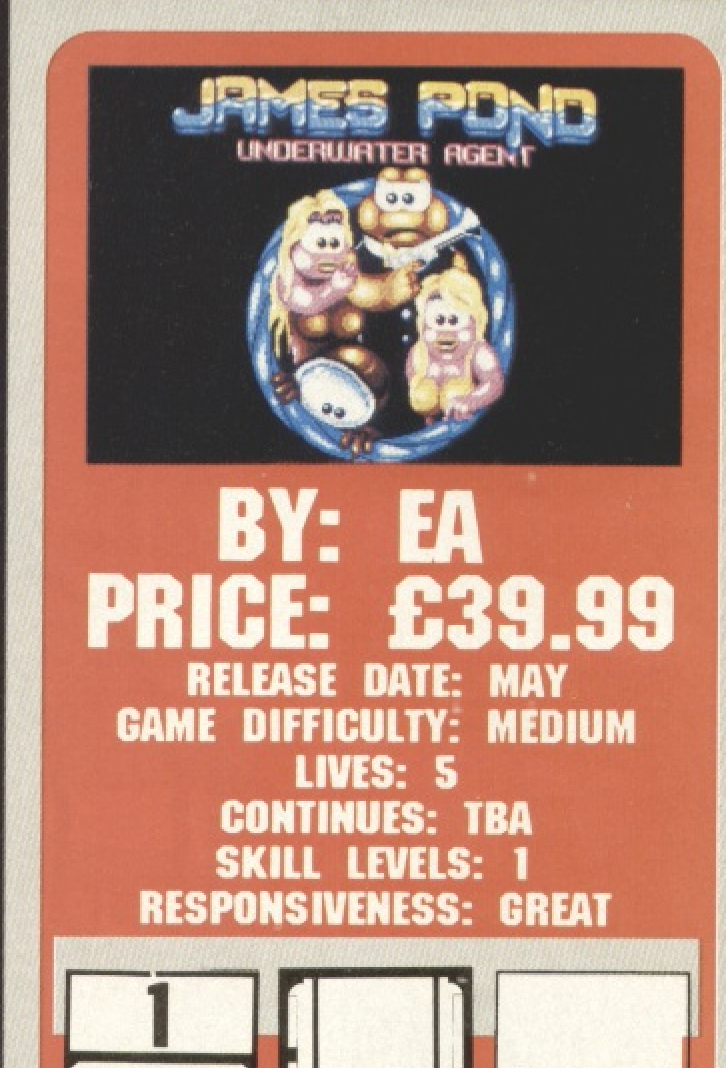
▲ James gets points for every honeypot he touches.





▲ James feels a P as he meets a snail.





BY: EA
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: TBA
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1 PLAYERS

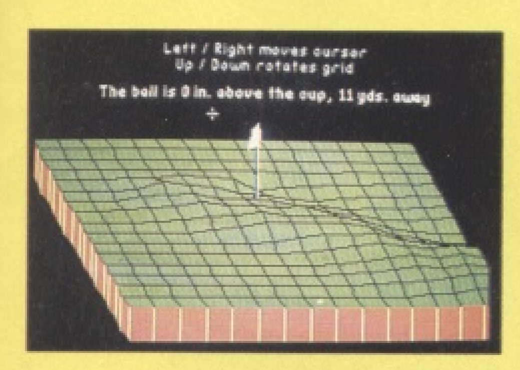
UR GOLF



▲ Now's the time to buy a coat...



▼ Stats abound throughout the game.



▲ before you lose your shirt!







BY: EA
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: SUPER

1 PLAYERS



The Adventures of RAD GRAVITY

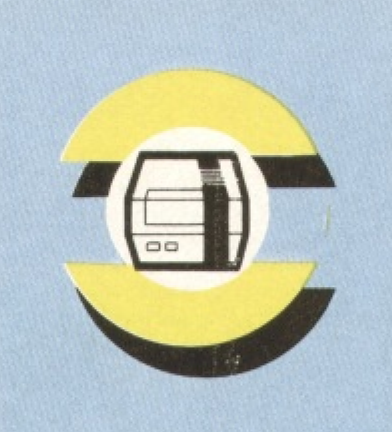
▼ *Leaping to safety.*

Rad's a tourist - but not the sort who wanders around Trafalgar Square with a huge lens and loud golf trousers. Rad is an intergalactic traveller who needs to find the co-ordinates on one planet before he can travel on to the next.

Unfortunately grabbing this info isn't particularly easy, as the inhabitants of the alien planets wish to safeguard their home. So Rad battles his way through the locals until he reaches his goal. In later missions Rad saves his android from the clutches of an evil scientist, and tracks down a missing spacecraft.

Rad Gravity looks to be a superior platform game, with impressive graphics and an original approach. Have a peek at the exclusive piccies here, to whet your appetite for a full review soon!







▲ *Clanking metallic morons move menacingly!*

IT'S A SMALL WORLD

As Rad completes his missions, he gets the chance to move between solar systems. At first his choice is limited to only one set of planets, but once these have been passed more options become available. So with a few levels under his belt, the sky is no limit for our intrepid hero Rad!

▲ *Strollin' down the avenue...*

BY: ACTIVISION
PRICE: £TBA
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

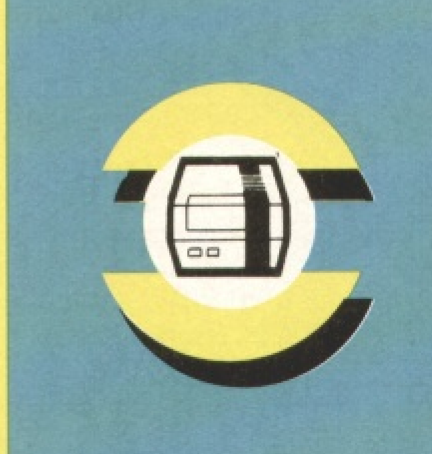
A BOY AND HIS BLOB

Trouble's brewing on the planet Blobolonia, and one of the planet's inhabitants - a small white shape-shifter which changes form when fed jellybeans (?), who just happens to be on vacation on Earth - has to return home to sort it all out. He's not alone, though - you've been recruited to aid the "Blob" in his quest.

That's the basis for this cracking new NES game, written by David Crane (author of Activision's record-breaking Ghostbusters). A Boy and his Blob is one of those titles that confuses at first, then grabs you by the neck and won't let go. The graphics are absolutely brilliant, and the animation (which unfortunately can't be reproduced with mere screenshots) is nothing short of hilarious - especially the Blob, which bumbles along with either a look of happiness or sheer indignation on its "face"!

Rest assured, we'll be reviewing this one as soon as we can!

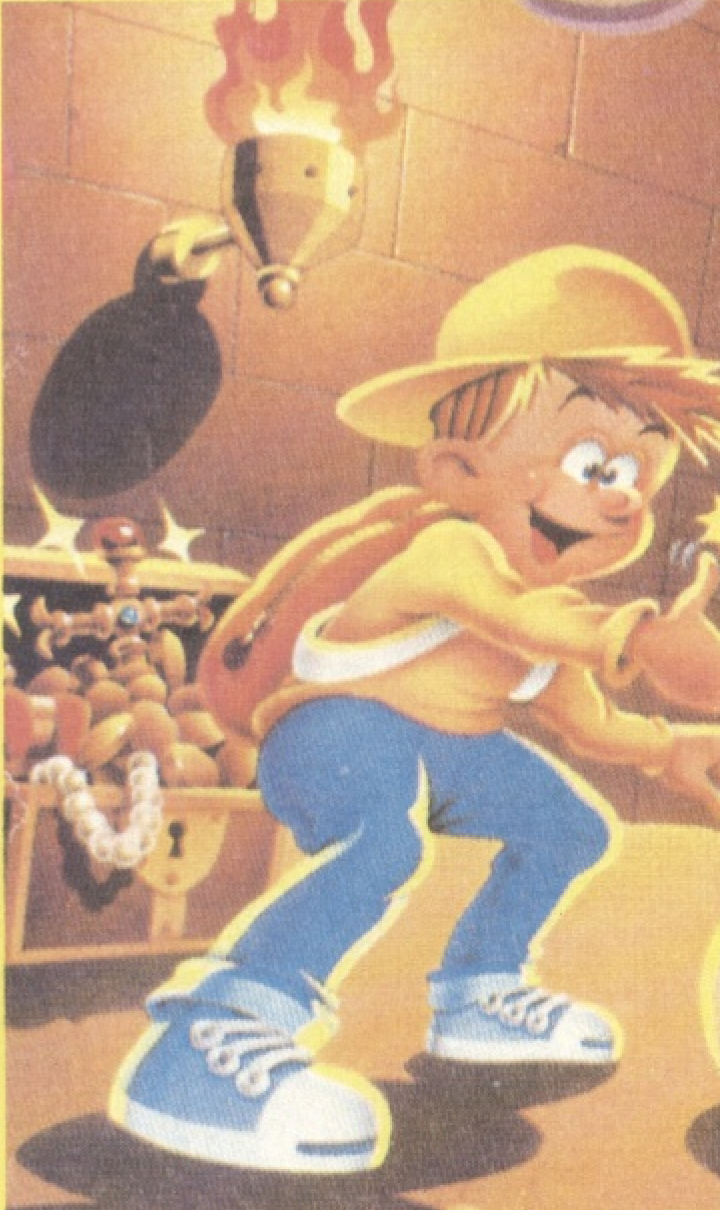


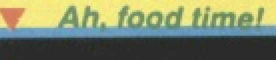




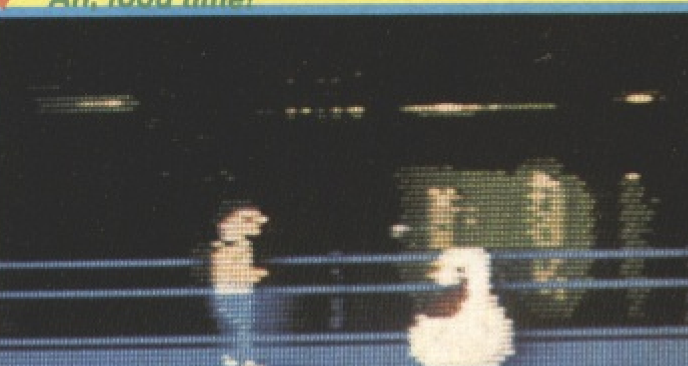
▲ *I'm forever blowing bubbles...*

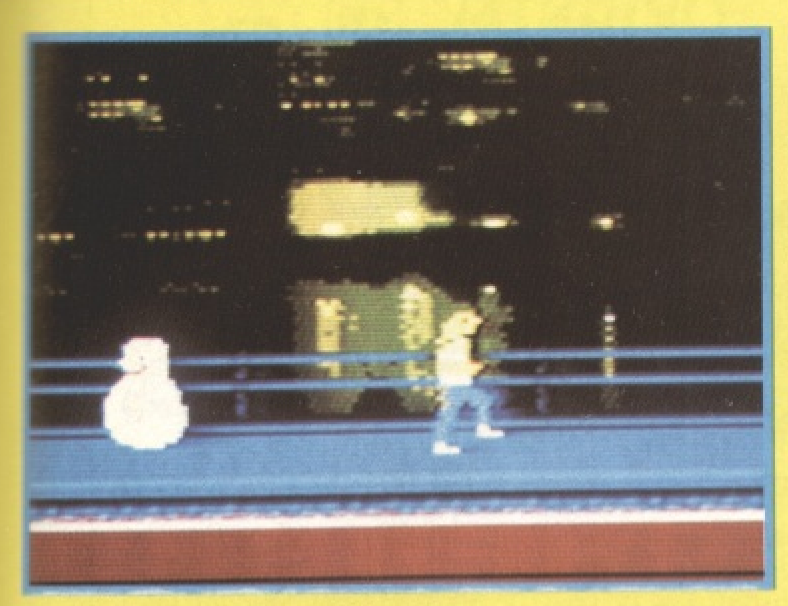






▼ *Ah, food time!*



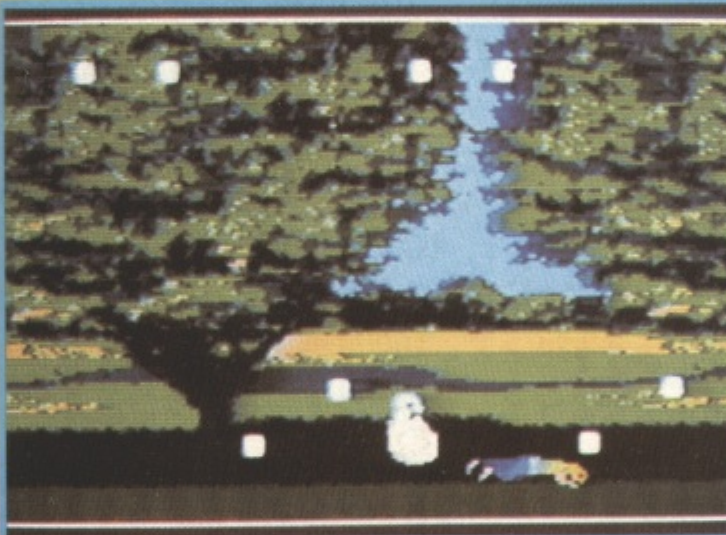


▲ *Oi, this way, stupid!*



▲ *Er, this doesn't go anywhere...*









▲ *Uh oh, that Blob doesn't look too happy!*





▲ *The Blob goes into ladder mode!*

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Although not a familiar name these days, David Crane was responsible for some of the biggest-selling games in computer history, none bigger than Activision's Ghostbusters, which is the highest-selling title in computer history to date. It was also one of the first titles to utilise sampled speech in any decent fashion (although the Spectrum version sounded like someone trying to gargle with a mouthful of porridge!). Crane's other titles include Pitfall and the brilliant Pitfall II, both platform-based jungle romps which appeared on the Atari VCS way back in the early 80s(Sega were so impressed with Pitfall II, they went as far as to turn it into a coin-op!). A special mention must also go to the Little Computer People project, a brilliant and revolutionary sort of "game" which gave you a "real" computer pet person who lived inside your machine and appeared on your screen which you could talk to and look after.



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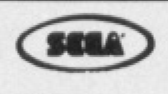
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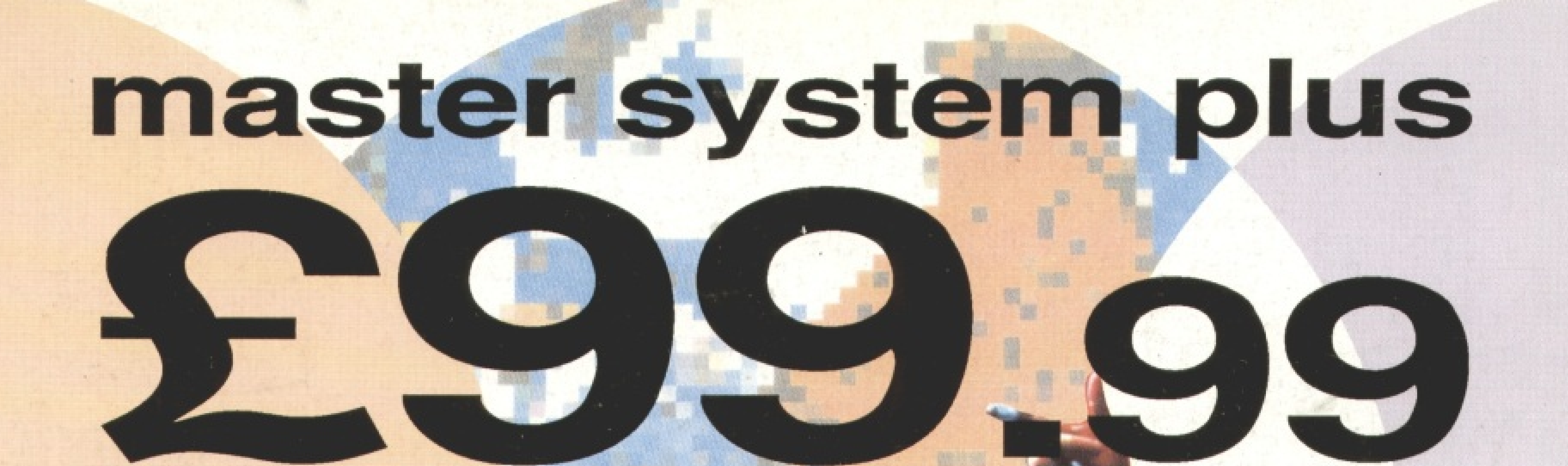
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